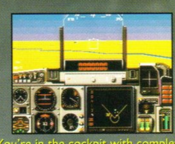

SEGA™
VISIONS
GENESIS • GAME GEAR
SEGA CD
Sega Sports!
34 Hot New Sega Titles—Plus A Round-Up of the Latest Sports Games. Pg. 72
Mortal Kombat
It's Here! Hard-Hitting Action for the Genesis & Game Gear. Pg. 14
Sonic Spinball
An Exclusive First Look. Pg. 30
Sega VR
Heavy Equipment for Future Fantasy. Pg. 92
August/September 1993
$3.95
0 10086 01810 3

" I'M NOT A FIGHTER PILOT, BUT I CAN PLAY ONE ON T.V. "

It's an impossible mission: Disable Al Tamas and destroy the Kharham nuclear power plant. Yet somehow, sitting behind the controls of the notorious MiG-29, the odds seem in your favor. Fly to the heavens and raise some hell...in the fastest-scrolling flight sim ever on the Genesis™.



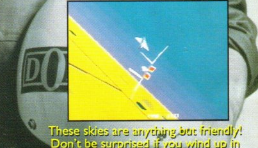
You're in the cockpit with complete instrument panel, featuring radar and eject button...just in case!



Fly six grueling sorties over land and sea. Use your AS-8 guided missile to take out menacing gunboats.



Pull some serious G's and disarm the massive Arzarian arsenal, which boasts over 30 live SCUDS.



These skies are anything but friendly! Don't be surprised if you wind up in a dogfight with an enemy fighter.



Sold and marketed in America exclusively by:

TENGEN





OFFICIAL SEGA SEAL OF QUALITY




Inside Action



He's spun up and rarin' to go! Pg. 30



Surf Ninjas! Pg. 60


Nic Lavroff and Pelé talk games. Pg. 86

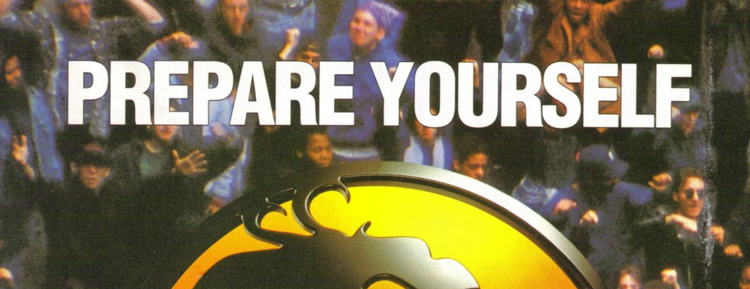

SSShadow Kick! Pg. 14



New six button controller. Pg. 94

Plug into power. Pg. 95


Sega VR. Pg. 92



MORTAL MONDAY
SEPTEMBER 13

GENESIS™ GAME GEAR™



Say What?

Overheard at Sega

Street Fighter Update

Well, here it is August and Street Fighter fans are wondering when they'll be able to start pounding their new six-button controllers. OK, here's the latest word from the "Street": Sega and Capcom decided to make the game even better, so Capcom is currently working on a 24-meg "Tournament" version, with additional features that will be available only for the Genesis. Of course there's always a trade-off, so while the final game will be worlds better, we'll all have to wait a little longer. Current availability date looks to be around September, so hang loose and keep those thumbs supple.

TV Allowance

Sneaking in after-hours video gaming just got harder with TV Allowance. This pesky little device looks like a calculator but works like a prison guard, controlling the amount of time you spend in front of the television each week. Parents use a master code to program a set amount of TV time. When time is up, the television shuts off. We're definitely not going to ask for this for Christmas. Suggested retail price is $99. What we want to know is, why'd they make these things so cheap?

Computer Camp

Looking for something cool to do this summer? Try computer camp. We all get ideas for video games, but without the proper background they're just ideas. Computer camp could give you that important first step in the industry, and provide you with valuable knowledge that could help you develop the next Sonic. And you get to do all that in a natural environment. What more could you want? Remember that Spielberg went to film school before he ever made a movie.

Do You Have Something In Stripes?

New York. Paris. London. Eastern Oregon Correctional Institute? Prison has just introduced itself to the fashion industry. These guys aren't stamping license plates or making many little rocks out of big rocks, they're sewing! Prison Blue jeans are made by hardened prisoners in Oregon — clothing originally intended for prisoners has escaped and found its way to the closet of innocent citizens. Made of 100% preshrunk cotton, they retail at about $20.

Raptor Bites

We thought we had seen everything until we ran across this Jurassic Park candy. These little cherry jawbreakers might be small, but they have a wild flavor and you get hundreds of them in each box. What more can you say about candy that's been 65 million years in the making?

New This Issue

Sports fans and younger gamers (you know who you are) will want to check out the two new sections we're kicking off in this issue: *Sports Playbook* and *VizKidz!*.

Sports Playbook will cover sports titles for Genesis, Sega CD and Game Gear systems. We'll give you the lowdown on what's hot — and what's not — about each game in every type of sport. We're kicking off this issue with a special Sports Roundup, covering virtually every Genesis sports title — past, present and future.

VizKidz! is for those who want more of everything: more passwords, more secret codes, more hot hints and tips. If you like a little extra help getting through a game, turn to *VizKidz!*. Check out the passwords and secret codes for Tiny Toons, Teenage Mutant Ninja Turtles and Sonic 2 in this issue.

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WHEN CONFRONTED WITH DANGER OPOSSUMS WILL OFTEN PLAY DEAD...

THIS ONE GOES



BALLISTIC.

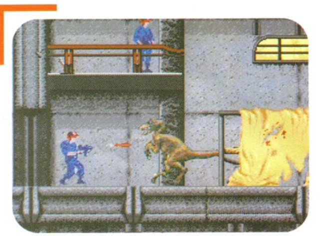


Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves, flies and rides in new directions to escape opossum punishment. Will he hang tough? You bet, 'cause his talented tail can get a grip on all kinds of hairy situations.

You're the thrust-miester controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity room, and Axle Gear's massive laser blaster.

That's only some of what awaits Sparkster the Rocket Knight. So rustle up some courage and launch into the most animalistic action this side of Zebulous.

KONAMI®



YOU CAN BE THE VELOCIRAPTOR.

Only on *Jurassic Park*™ from Sega™ can you play the dinosaur as you attempt to escape the armed guards of *Jurassic Park*.



Dinosaur teeth varied in size and shape depending on what the dinosaur ate. *Herbivores* had round, dull teeth for chewing plants. *Carnivores* had sharp, pointed teeth for chewing *Herbivores*. Be careful. To them, *you're* just a snack.

Welcome to th

At the end of their powerful legs and muscular arms, many dinosaurs were equipped with razor-sharp *claws*. Ours are no different. And no less dangerous.

The movie brings them to life. The game invites you to join in.



IT TOOK 65,00
TO MAKE T

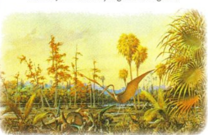
Try not to end up here. The powerful jaws of the meat-eater *Tyrannosaurus rex*. They had pointed, six-inch-long teeth and really bad breath. Keep out.

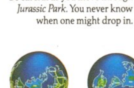
The reptiles that could fly, the *Pterosaurs*. They ruled the sky while the dinosaurs ruled the Earth. Be careful as you move through *Jurassic Park*. You never know when one might drop in.

FACE TO FACE ON SEVEN DIFFERENT LEVELS.

Work your way through the *Visitors Center, Pump Station, River, Volcano, Canyon, Power Station,* and *Jungles* of *Jurassic Park*.

A typical walk in the park 130 million years ago would have looked like this. Ferns, cycads, and other plants were everywhere. Just like the jungle of our game.

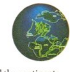


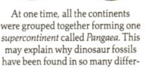




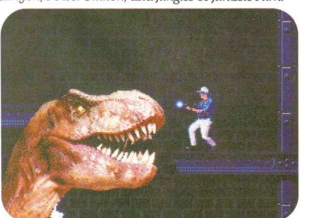








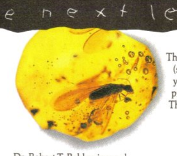
At one time, all the continents were grouped together forming one *supercontinent* called *Pangaea*. This may explain why dinosaur fossils have been found in so many different places around the world.



It's still unknown why the dinosaurs disappeared. One theory suggests that a huge asteroid struck the Earth sending dust into the sky and blocking out the Sun. Or maybe they died of boredom; there were no video games back then. What do you think?



MCA UNIVERSAL MERCHANDISING



This is *Amber.* The fossilized resin (sap) of an ancient tree. Have you got something you want to preserve for 65 million years? This is the way to do it.

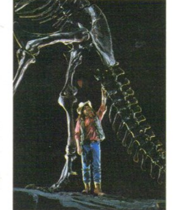


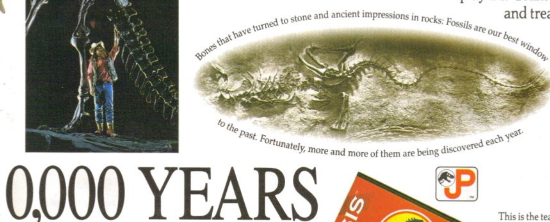
Imagine: You're walking through the jungle 130 million years ago. Be sure you don't step in *this.* It's a fossilized dinosaur *dropping.* Today, they can help scientists reveal clues to a dinosaur's diet and nutrition. (You'll be glad to know, we've left these little land mines out of our *Jurassic Park.*)



YOU CAN BE DR. GRANT. You can choose to play Dr. Grant as he tries to escape the dinosaurs and treacherous jungles of *Jurassic Park.*

Dr. Robert T. Bakker is a real *paleontologist.* He helped us design *Jurassic Park* for Sega.





Bones that have turned to stone and ancient impressions in rocks: Fossils are our best window to the past. Fortunately, more and more of them are being discovered each year.

Unlike real paleontologists, Dr. Grant uses tranquilizer darts, a stun-gun, flash grenades, gas grenades, super darts and dinosaur bait.

This is the team that designed and created *Jurassic Park* from Sega. Their task was to produce the best looking, most exciting dinosaur game possible. Nice job.

0,000 YEARS HIS GAME.



Over the years, humans have developed large, *intelligent* brains. We can think like no other species ever has. For years, it was thought that dinosaurs were *dumb,* pea-brained creatures. That may be wrong. We've learned recently that they actually migrated to different areas and even cared for their young. Are they smart enough to beat you in *Jurassic Park* from Sega?

Identifying fossils is difficult and time consuming. Finding a game in the store is too. For your reference, this is *the* game box to look for: *Jurassic Park* from Sega.

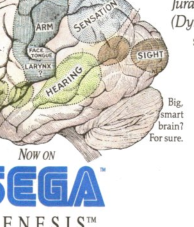


Just like in the movie. A dinosaur is a cunning and ferocious adversary. Remember, if you can't beat them, join them. In *Jurassic Park* from Sega, *you can play the dinosaur.*

THEY GET SMARTER AS YOU GET BETTER. *Jurassic Park* from Sega was designed to include D.P.A.™ *(Dynamic Play Adjustment.)* So as your game skills get sharper, the dinosaurs become harder to outsmart.



Pea-sized brain? Maybe. Maybe not.



Big, smart brain? For sure.

NOW ON SEGA GENESIS™

COMING SOON TO GAME GEAR™ AND SEGA CD™



Photo credits: ©1993 Louis Psihoyos/Matrix International, Inc.; Royal Tyrrell Museum/Alberta Community Development; California Academy of Sciences. Special Thanks To: Mark Goodwin, UC Museum of Paleontology.



Yo Sega!

I have two questions for the people at Sega that have been eating away at my brain. First, I would like to know if you could make a converter to play Genesis games on a Game Gear, since it has such a high resolution screen that it can become a television? Second, how do we order *Sega Visions* magazine?

R.L., Scottsdale, AZ

Eating away at your brain? We can't believe that anybody at Sega would do such a thing, especially to one of our valued readers. In any event, here are the answers to your questions:

1. Just because the Game Gear has high resolution doesn't mean that it would be capable of playing Genesis games. The biggest difference between the Game Gear and the Genesis lies in their data-handling capacity. The Genesis is 16-bit, while the Game Gear is 8-bit. For more on this particular question, see the next letter.

2. The best way to order *Sega Visions* is to send in the Consumer Registration card that is included in all Sega products. Make sure you check the box that says "I wish to receive Sega Visions," then sign and date the card.

Yo Sega!

I would like to know what a "bit" means, as in "16-bit Genesis."

R.K., Silver Spring, MD

Bit capacity is one of those concepts that people use to compare computers or video gaming systems without really knowing what they refer to. The same is true for automobile engines (how many people really know what a "3-liter" engine is?), heaters ("BTUs"), stereos ("watts," "THD," and "S/N ratio"), and televisions ("MegaHertz"). In most cases, people may not know what some of these concepts mean, but they usually know that more or bigger is better.

Bit capacity refers to the number of "bits" (a bit is a unit of information and the basis of all computer and video games) that a computer's central processor can handle at a time. The more bits a processor can handle at once, the faster it can move images around the screen. Both the Master System and the Game Gear are 8-bit machines, while the Genesis is 16-bit. This means the Genesis can handle twice as much information as the Game Gear. It also means even if you could play Genesis games on a Game Gear, they would run at about half the normal speed.

Yo Sega!

Lately I've heard some news of a VR (virtual reality) peripheral for the Sega Genesis. The word is that it is going to hit the shelves later this year. I would like to know how much it will cost and what games will come with it?

K.I.D., NJ

Sega VR caused quite a stir at the recent Consumer Electronics Show in Chicago. Slated for release in time for Christmas this year, Sega VR will carry a suggested retail price of less than $200, and will come bundled with a virtual reality game. Three additional VR games will be available soon after that. Better yet, Sega VR will be compatible with all the other Genesis titles, so you'll be able to use it as your own private monitor. Check out the whole story on page 92.

Yo Sega!

I'd like to start a new tradition, giving the *Sega Visions* staff their just rewards. This is the best magazine I've read, and my friends have said the same thing. Now I'd like to introduce The 1st Annual Sega Visions Editorial Awards. The awards range from August 1992-May 1993.

Best Sega Game Feature – Street Fighter II Champion Edition (April/May '93)
Featured cool moves and new combinations.

Best News & Gossip Article – 90210, Too (Aug/Sept '92)
Gave fans the inside scoop about 90210 cast.

Best Yo Sega! Answer – To A. N. in Leona, NJ (Aug/Sept '92)
You told the person thanks, but didn't wreck the ending for others.

Best Sega Game Sneak Peek – Ecco the Dolphin (Nov/Dec '92)
Told Visionaries it was a great game before anyone played it or knew about it.

Best Sega CD Review – Sega CD Rollout (Nov/Dec '92)
The first article about the CD system.

Best Tip and Strategy for Genesis – Fatal Fury (April/May '93).
Told moves and counter moves, that no other magazine has told about.

Best Tip and Strategy for Game Gear – Tom and Jerry (April/May '93)
Explained everything about the game.

Best Sega Visions Feature – History of Sega (Feb/Mar '93)
Told the history and showed the old games.

People may send in letters disagreeing with me, but everyone will agree that you guys are the best.

B.F., Glenview, IL

Great idea! This may or may not start a trend, but we thought it was interesting enough to share with our other readers.

Matt Beeman
Roylt, AZ

Yo Sega!

My mother and my grandmother think that if I play Genesis it will mess up their television. Please write a letter and assure them it won't mess up their TV.

B.G., Los Angeles, CA

Used properly, carts bearing the Sega Seal of Quality will not damage your television set. Improper use would include pausing the game and letting the still image sit on the screen for several weeks. So don't do that, OK?

Yo Sega!

In the May/June 1992 issue of *Sega Visions* you interviewed the makers of *ToeJam and Earl*. In the interview they said they had a *ToeJam and Earl II* game in the works which was slated for release last winter. Well, all TJ&E fans are waiting for the game and not even a preview of the game has appeared in any magazine I know of. Has this game been postponed because of the new Sega CD or is it really going to come out this year?

J.C., Ponce, Puerto Rico

***ToeJam and Earl* 2 is scheduled for release later this year. From what we've heard, TJ&E 2 will be weighing in at 16 megs, and will be well worth the wait. Check out the next issue of *Sega Visions* for a preview.**

Yo Sega!

I received a Sega Genesis for Christmas and my mom has been saying it's bad for my health. She says my thumb muscle is being moved too much and it wears it out and will need an operation to become useful. Then she said that after the operation you can't move your thumb. Is this true???

C.M., South Bend, IN

Let's just say your mom would like you to spend more time doing other stuff. (For your information, there is a condition known among medical circles as Repetitive Stress Syndrome, which results from repetitive actions of all sorts, such as typing or playing video games. Some of the worst cases could require surgery, but we have never heard of a video gamer having to have his thumb operated on.)

Send your letters to:
**SEGA VISIONS
Yo Sega!
P. O. Box 5346
Redwood City, CA
94063**

HOT ENVELOPE ART!



Jessica Laszezynski
South Bend, IN

Reggie Bonslater
Gary, IN


SHINING FORCE
YOUR MUG HERE.
YOUR BABE?
WELCOME TO THE NEXT LEVEL™
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You control the archers. You control the magicians. You control
different characters at a time. You control how long it takes to reach the epic
You control your purchasing decisions. You control your destiny. You control


SEGA
Genesis.
Luke L2
HP 0/18
MP 0/ 0
Pegasus Knight
HP 18/18
MP 0/ 0
Your brain.
Gantz L5
HP 28/28
MP 0/ 0
Ice Worm
HP 30/30
MP 12/12
Your grief.
Mae L4
HP 11/11
MP 0/ 0
Dark Dwarf
HP 3/12
MP 0/ 0
Your glory.
GENESIS
SEGA
SHINING FORCE
TIM HILDEBRANDT
the fighters. You control the centaurs. You control the strategy. You control up to twelve
battle. You control 12 megs of power. You control our company. You control our engineers.
your tv. You control the eyes that just finished reading this.

GENESIS

Sega GAME Feature

MORTAL

OVERVIEW

It rules in the arcades...has been called the fighting game of the century. Now you can play it on your Genesis...in all its arcade glory, color and action. It's *Mortal Kombat* from Arena. And it's Kombat supreme. *Mortal Kombat* is the player's choice arcade fighter because of the lifelike appearance of the fighters, the realistic combat moves and the awesome special moves.

Rated by V.R.C.
MA-13
Parental Discretion Advised.
Mature Audiences

Mortal Kombat gives you all the classic play options of this fighting hit. The game gives you all the classic play options. You can fight against the computer in five difficulty levels. A friend can join in the Tournament at any time. You can listen to the game music and sound effects in the Options Menu. And there is the special code that allows you to play Mortal Kombat in Arcade Mode.

The Fighters

CHOOSE YOUR FIGHTER

PRESS START

You can play Mortal Kombat as any one of seven fighters. Each is equally matched in strength. Each has good points or drawbacks, depending on your style of play.

Basic Moves

Though each fighter has their own special moves, the basic fighting moves are the backbone of the game. You need to master them if you have a hope of winning. In general, the more spectacular a move, the more damage it does.



Foot Sweep
D-Button Away and Button B
High Punch
D-Button Away and Button A
Uppercut
D-Button Down and Button A
Roundhouse Kick
D-Button Away and Button C

KOMBAT®

The Tournament Trail

The mix of fighters will vary depending on your character. This is the path the Tournament takes. If player two joins in, you both slug it out until one has lost and/or run out of continues. Then the Tournament resumes the normal course.

BATTLE PLAN


SHANG TSUNG


GORO


ENDURANCE 3


ENDURANCE 2



ENDURANCE 1


MIRROR MATCH



CAGE


RAYDEN


LIU KANG


SCORPION


SUB-ZERO


SONYA

Kode of Honor

Arena has agreed to make the Arcade code available to interested gamers through a special phone number. Before you call, however, make sure it's O.K. with whoever pays the phone bill (since it is a toll call). Arena's special number for the code is 516-624-9300. Call between 9:00 AM and 5:00 PM E.S.T., Monday through Friday. Arena will provide you with the code, and tell you how and when to enter it. Better gamers might be able to discover the code by themselves. But if you can't figure it out, call Arena for the inside info.

Johnny Cage





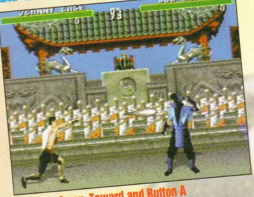
Though his moves are not as showy as some, Cage is one of the best all-around fighters.





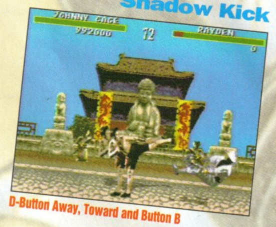
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Mature Audiences

Green Flame



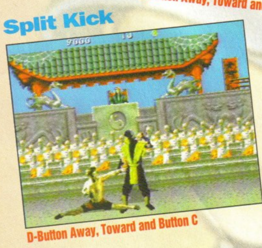
D-Button Away, Toward and Button A

Shadow Kick



D-Button Away, Toward and Button B

Split Kick



D-Button Away, Toward and Button C

Kano





Kano is one of the nasty boys in the game. His throwing knife is a strong distance weapon and is easily thrown.



Roll Spin



Hold Start with a Full Circle of the D-Button starting from Down. Release Start to fly.

Throwing Knife

Hold Start, Away then Toward on the D-Button.

Scorpion



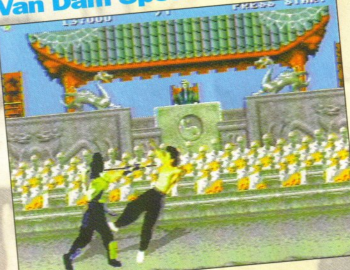


One of the two ninjas in the game, Scorpion can be brutal as an adversary. If you hear "Get over here!", you are in trouble!

Major Moves



Van Dam Spear



D-Button Away, Away and Button A

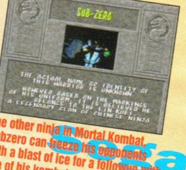
Disappearance



D-Button Down, Away and Start Button

Subzero



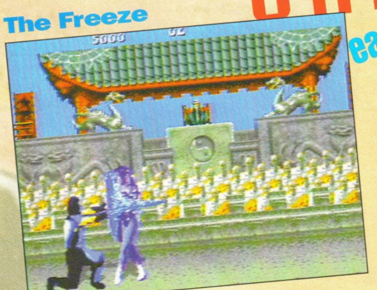


The other ninja in Mortal Kombat, Subzero can freeze his opponents with a blast of ice for a followup with one of his kombat moves.



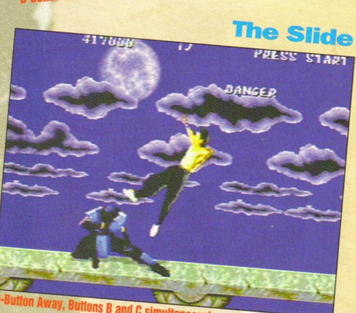
Major Moves

The Freeze



D-Button Down, Toward and Button A

The Slide



D-Button Away, Buttons B and C simultaneouslv

Raiden





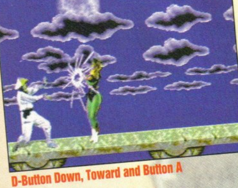
This Japanese Thunder God took mortal form to join the contest. Electricity is his weapon.

Major Moves

Rated by V.R.C.
MA-13™
Parental Discretion Advised.
Mature Audiences

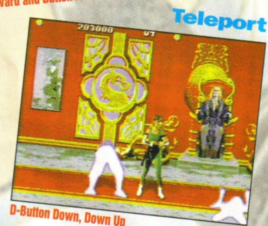
Lightning Bolt





D-Button Down, Toward and Button A

Teleport



D-Button Down, Down Up

Superman



D-Button Away, Away, Toward

Liu Kang





Liu Kang is one of the good guys. He is a master of the Fireball and the Flying Kick.

Major Moves



Fireball



D-Button Toward, Toward and Button A

Flying Kick



D-Button Toward, Toward and Button C

Sonya



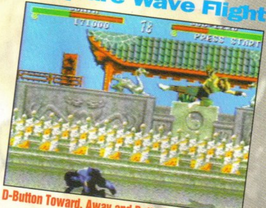
The only woman in the Mortal Kombat tournament, her speed and power are matched equally with the other combatants.

Major Moves

Radon Rings

Button A, D-Button Away, Button A

Square Wave Flight



D-Button Toward, Away and Button A

Leg Crab

D-Button Down plus Button A and Button B simultaneously

Goro & Shang Tsung

After you have defeated all your *Mortal Kombat* opponents, you go head-to-head with Goro and Shang Tsung, the evil reigning Champion and Grandmaster of the Tournament. You cannot play as either of these two villains. You must defeat them both to win. Do so, and you'll learn the rest of the story about the fighter you chose to be. The connections between them may surprise you.

Goro



Reigning Champion of the Shaolin Tournament and former pupil of Shang Tsung, Goro is a half-human, half-dragon prince from Kuatan, 4th Astral Plane of Shokan, Realm of the Outworld. Goro's tremendous arms can squeeze the life out of his opponents. He also can throw energy balls and use them to counter your energy attacks.

A Test of Strength

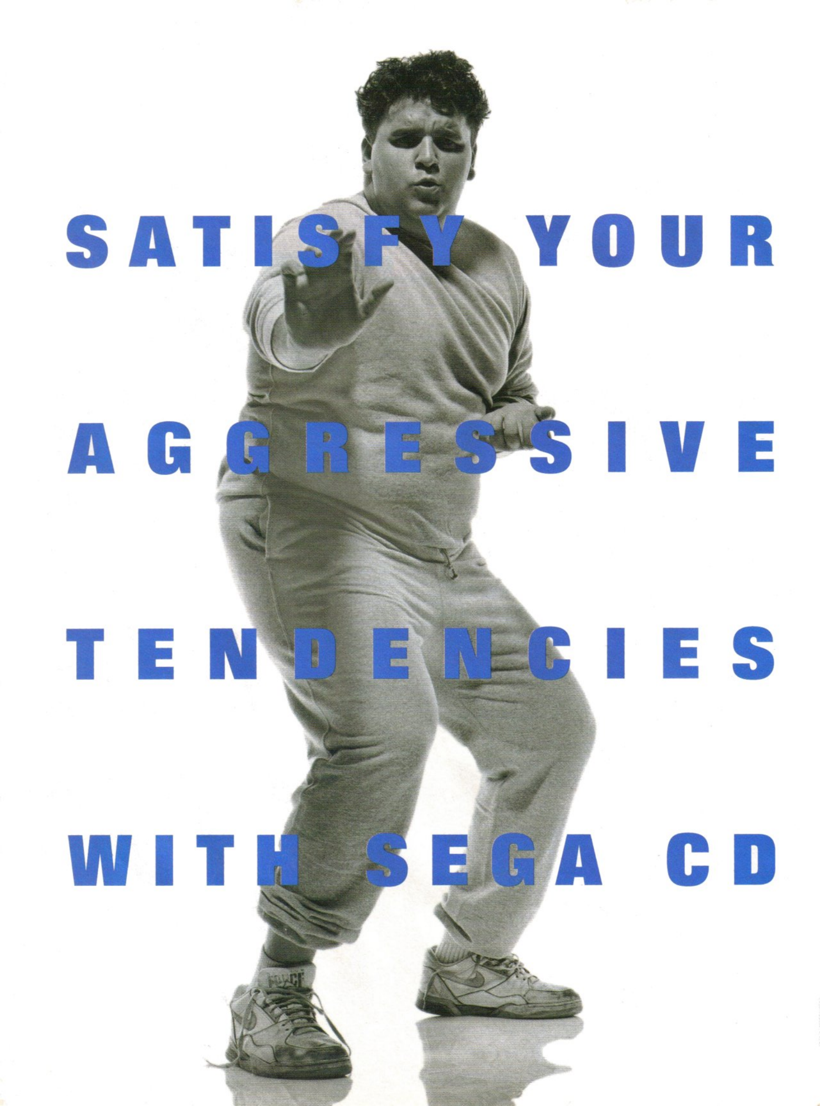
You can earn extra points by testing your strength against blocks of various substances like wood, steel, diamond and rock. Press Buttons A and C rapidly to drive up the yellow power meter, then the Start Button to strike. If you own a controller with turbo buttons, now is a good time to turn 'em on!



Shang Tsung



The evil, old Grandmaster of the Tournament. He appears frail and helpless. But he can assume the form of any of the Mortal Kombat fighters...even Goro or yourself! Defeat him and the Tournament is yours.


SATISFY YOUR
AGGRESSIVE
TENDENCIES
WITH SEGA CD







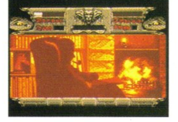
FINAL FIGHT™





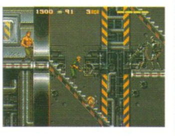

BATMAN™






DRACULA™



THE TERMINATOR™

Feeling excessively rowdy? Then express yourself with SEGA CD–where you can kick, punch, leap, spin, jump and battle until the last gasp. Nothing gets out your aggressions faster than Sega CD's unique high-speed action, arcade-quality graphics and pulse-pounding audio. Shown above are just four of the many hot new Sega CD action games available. So beat it to your local store and pick a fight with Sega CD. *'Nuff said.*

WELCOME TO THE NEXT LEVEL™



GAME GEAR

MORTAL KOMBAT

OVERVIEW

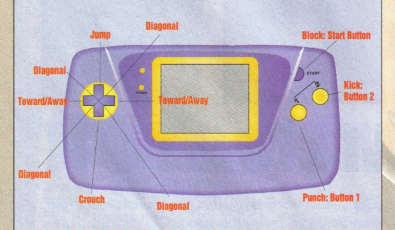
"Now entering Kombat!"

This one- or two-player Gear-to-Gear version of the smash hit arcade game is a spectacular translation. Three difficulty levels will give you the chance to play at your own level of expertise. Six of the original seven fighters, all the arcade moves (with different buttons, of course), and original modes give you a fighting game experience like never before!

The graphics on Mortal Kombat Game Gear really show you what the Game Gear can do. The characters' movements are amazingly lifelike and fluid, and control of a large number of moves is easily handled by the Game Gear's buttons. Learning the moves is quite easy. Fight for the title of Supreme Mortal Kombat Warrior. It is a matter of honor.

Basic Moves

Each Kombatant has the same basic fighting moves in common. These moves, while not flashy or spectacular, are the backbone of any good Kombat strategy. Learn them before attempting to master the special power moves.



Sweep: D-Button Away-Down Diagonal and Button 2
Roundhouse: D-Button Away, Button 2
Crouch Kick: D-Button Down, Button 2
Uppercut: D-Button Down, Button 1



Johnny Cage

What Cage lacks in style, he makes up for in speed and power. A solid all-around fighter.



Johnny Cage's Green Flame: D-Button Away, D-Button Toward, Button 1



Shadow Kick: D-Button Away, D-Button Toward, Button 2



Split Kick: Button 1 and Start

Liu Kang

This Shaolin monk is a fisherman and wants to bring the Tournament back into Shaolin hands. With his Flying kick and Fireball, he's got a good chance.



Fireball: D-Button Toward, Toward, Button 1



Flying Kick: D-Button Toward, Toward, Button 2





Raiden

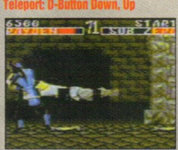
This guy is a god. Literally — a thunder god. Between his Teleport and Lightning, he can be tough to beat.



Lightening: D-Button Away, Down, Toward, Button 1



Teleport: D-Button Down, Up



Superman: D-Button Away, Away, Toward



Scorpion

The other ninja warrior — Scorpion stings his opponents and hauls them in.



Van Dam Spear: D-Button Away, Away, Button 1



Disappear: D-Button Down, Away, Button 1



Sub Zero

This ninja assassin can blast out the cold. He has a mysterious connection to Scorpion.



Freeze: D-Button Down, Toward, Button 1



Slide: D-Button Away, Away, Button 1 and Button 2 simultaneously



Sonya Blade

Sonya is a member of a paramilitary police force and fights with military precision. This woman is a definite contender.



Ring Toss: D-Button Away, Button 1



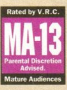
Square Wave Flight: D-Button Toward, Away, Button 1



Leg Crab: D-Button Down and Buttons 1 and 2 simultaneously

Kode of Honor

You can play Mortal Kombat Game Gear in standard mode or in the original Arcade mode. Arena is making the Arcade mode code available to interested gamers via a special phone number. This is a toll call, so get permission from whoever pays the phone bill before dialing. The number is (516) 624-9300 (between 9:00 AM and 5:00 PM E.S.T.).



OVERVIEW

Does the smell of salt air stir dreams of pirating and plundering on the high seas? Avast then, for your dreams can become a reality in *Pirates! Gold*, from MicroProse. In this Genesis action/simulation title you'll swashbuckle your way from island to island on the Caribbean Sea, in the 16th and 17th centuries, to win fame and glory or take your place in Davy Jones' locker. Good luck to you, sea dog!

Your Crow's Nest will tell you a fair amount about the sightings of nearby ships. If you are unsure about your current war footings with certain countries, do not fight. Hail for news instead. Better to waste a possible battle than to anger your newest ally by attacking their ships.

Sega GAME Feature

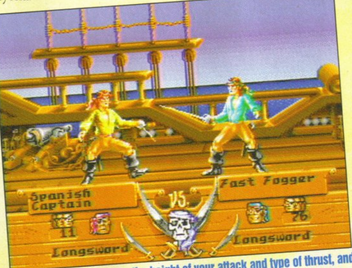
You start out young and in command of a small sloop crewed by a hardy group of sailors. The goal is to retire rich, powerful, titled and infamous. The downside is the possibility of ending your days in a dank dungeon or at the bottom of the deep blue sea. At the outset, you get to choose your historical period, nationality, family name, difficulty level and special ability. You can choose to be expert in one of these five different special abilities: Fencing, Navigation, Gunnery, Wit/Charm or Medicine.

Set Sail to Adventure

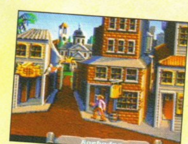
After the intro screens and an initial swordfight, you'll start in one of the many towns in the Caribbean. The towns will give you the chance to sell plunder, buy goods for future trade, get more men for your ships and carry out special missions for great rewards from the towns' governors.

Your captain's cabin is one of the most important areas of the game. Here you carry out operations, such as: save the game, see your ship's position in the Caribbean, check your crew and cargo's status, view your status (health, wealth, title, etc.), view all your treasure maps, and lastly, read the ship's log.

Pirates! Gold lets you do everything a good pirate should. The cart has ship-to-ship battles, desertion or mutiny of crew members, wars, treasure hunts, land battles with cavalry and foot soldiers, hazards (like shoals and storms), and sword fighting galore. Graphically, there's plenty of color and more variation than most simulations have. Nautical music and sound effects in stereo brighten your play significantly. With title, land and wealth enough you even get the chance to get married. *Pirates! Gold* is adventure on the high seas and beyond.

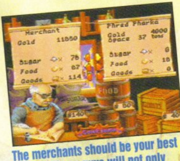


When swordfighting, vary the height of your attack and type of thrust, and don't forget to parry. If you have chosen Fencing as your expertise, use the rapier. It may be less damaging, but it sure is fast!

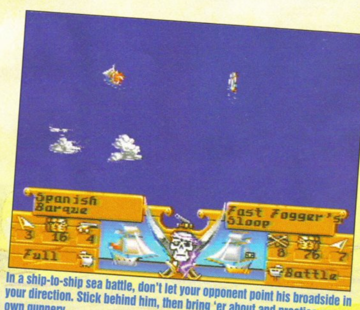


Towns are a ready source of crewmen. Just be sure to check your existing crewmen's attitudes toward you before landing. If they are unhappy, you'll have desertions on your hands.

When underway and trying to go from Point A to Point B, sometimes the wind is not cooperative. Try going the long way with the wind. You'll get there faster.



The merchants should be your best friends. These guys will not only feed your crew and buy your plunder, if you play them right these folks can act like a commodities exchange. Buy low at one island and sell high at the next. Repeat until disgustingly rich.



In a ship-to-ship sea battle, don't let your opponent point his broadside in your direction. Stick behind him, then bring 'er about and practice your own gunnery.



Remember, the pirate crews are not in the trade for long-term gain and notoriety. These guys just want to get some plunder and spend it like water. Keep a crew too long without parceling out the goodies and you'll have a mutiny with no bounty.

Don't forget to check out your reputation screen. This will help you to determine what to try next.

A map with town listings is always available for navigation. Use it. That's an order, sailor!

Take plenty of secret missions from the towns' governors. These guys know how to show their appreciation. Can you hear the gold jingling?

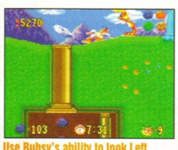
When attempting to take a town, spend some time using your cannons to loosen up their defenses and lessen their numbers before you go hand-to-hand.

BUBSY

In: CLAWS ENCOUNTERS of the FURRED KIND

OVERVIEW

Mr. Personality himself, Bubsy the Bobcat, purr-forms for you in his first starring role, *Bubsy in Claws Encounters of the Furred Kind* for the Genesis from Accolade. This 16-meg, two-player (turn-taking) action/platform title will have you groaning in dismay and cheering for the smart-aleck cat, as Bubsy makes his way through 16 huge levels of cat-astrophic warfare against the dreaded Woolies. After playing stages like Cheese Wheels of Doom, you'll never be able to look at cheese the same way again!



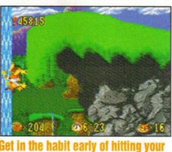
Use Bubsy's ability to look Left, Right, Up and Down to search for hidden areas.



Walk in caves and doors to warp to other areas. In some levels it may be wise to map the outcomes.



There is a continue in each group of three Chapters. You need to search carefully to find some of them.



Get in the habit early of hitting your Soar Button whenever Bubsy is falling. This will allow you to keep some of your nine lives.



In Chapter 7, you need to throw this switch to stop the train and fall into the canyon for Chapter 8.

The storyline is inventive. Woolies from the planet Rayon have stolen all the yarn balls on Earth at the behest of their twin queens, Polly and Ester. The two textile queens have depleted their own wool reserves and must steal to power their wool-fired interstellar spacecraft. You as Bubsy, the world's pre-eminent collector of yarn balls, are on a quest to retrieve your hoard and send the Woolies packing back to their own unnatural-fiber wasteland.

Bubsy has it all... plenty of hidden areas, power-ups, bonus items, 16 massive levels (called Chapters), passcode save, lots of digitized voices and a terrific original soundtrack. This cat leaps, pounces, soars and runs his way through some great artwork. There are over 40 different animations for Bubsy alone. It's no wonder he has the smoothness of a cartoon character.



Frogs are yarn-ball thieves in the Forest area.



Chapters come in groups of three. The groups, called Worlds, each end with a boss area. There are three village areas in World 1, three state fair areas in World 2, three Old West areas in World 3, three river areas in World 4 and three treetop-forest levels in World 5. The final stage, A Farewell to Woolies, takes place onboard the Woolies' yarn-powered mothership. With stage names like No Time to Paws, Dances with Woolies, Beavery Careful and Our Furless Leader, you may receive more punnish-ment than you can take. You'll even find that the Woolies wear different hats in each World, from Bozo the Clown wigs to Hunter's Caps.

When you finish *Claws Encounters of the Furred Kind*, you'll definitely want to go back and play it over to find areas and items you might have missed. This is a personality-filled cart that you'll want to play again and again.


Use spider webs as Bubsy trampolines.




Collect white T-shirts with numbers on them to get extra lives, black ones with an exclamation point to become invisible for a time, and flashing white shirts for short-term invincibility.

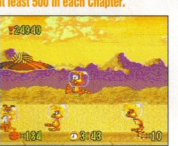

Bubsy can bounce off the regular hardtop cars (yellow). Avoid the red convertibles; their roofs will close and capture Bubsy.


You'll face giant saucers in the boss areas at the ends of Worlds 1 and 2. Avoid the yarn balls and bounce the Woolies piloting the crafts when the saucers are open.


You can ride the Roller Coaster, but don't touch the ends of the electric cars or ride off into oblivion.


Re-enter doors and warps in search of bonus areas.

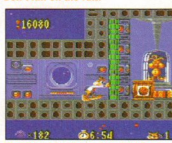

You get an extra life for every 500 yarn balls collected in a Chapter. There are at least 500 in each Chapter.


In World 3, Chapter 9's boss area has a big Saucer that spews out 10 more Woolies at a time to keep things interesting. Try soaring during the battle.


Don't forget to look under the Prairie Dog holes.

You can rid yourself of liquid obstacles by the push of a switch and get all this neat stuff!


Don't fall off the raft!

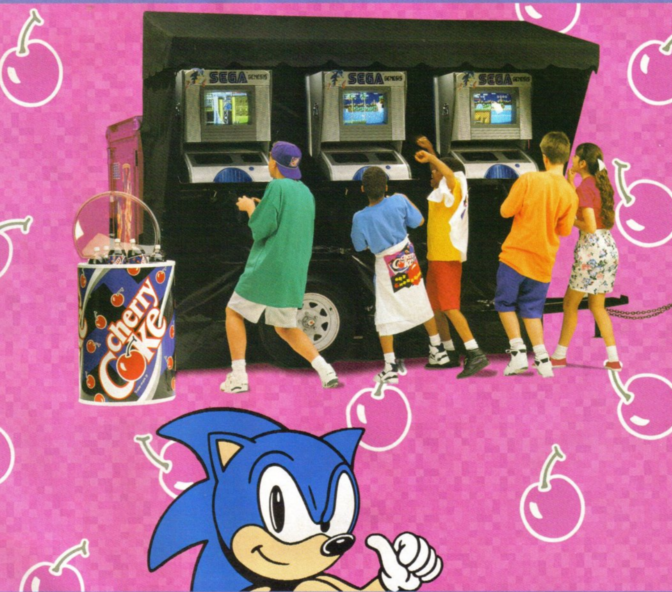

Watch out for these formidable cryo-Woolies if you have hit switches in Chapter 16. They are laser-using dogs.


Bop these Snorkel Turtles for a return trip.


Some of the switches in the three river areas will change the direction and height of geysers.

GET CHERRYFIED

Warning: The Sega™ So Blasts Off



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cherry Coke and exciting prizes. You'll also get to play the latest Sega

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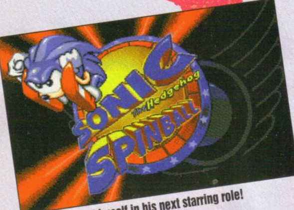
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WELCOME TO THE NEXT LEVEL.™

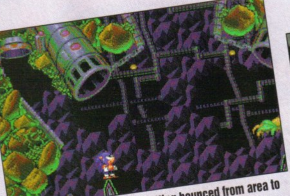


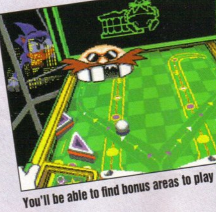
The Blue Blast himself in his next starring role!


Jump, Sonic, jump! You can bet that Sonic got his Power Sneakers tuned up for this mission.


Robotnik at the controls of Boo! Hiss!


See Sonic the Hedgehog blasted out of a linear accelerator (well, ok... maybe it's a cannon).


Sonic takes a breather from getting bounced from area to area in the Pinball Defense System.


You'll be able to find bonus areas to play


This is our blue hero near the bottom of the Toxic Zone. Note the slime. Yech.

OVERVIEW

Sonic the Hedgehog returns to your Sega Genesis! The game? *Sonic Spinball: Robotnik's Pinball Revenge* from Sega. This ripping game takes its cue from the Casino Zone in *Sonic 2* and promises to be the best video-pinball title yet. Our blast-based pal Sonic finds himself up against Robotnik's elaborate Pinball Defense System in The Volcano Veg-o Fortress. This amazing game has Sonic careening from bumper to drop target without ever losing his personality. He's not a ball...he's Sonic... and the blue streak is back!

The Volcano Veg-o Fortress is Robotnik's newest creation. It harnesses lava to supply the energy needed to drive his Veg-o Converter. Robotnik has Sonic's friends locked up for conversion. All Sonic has to do is brave the madman's Pinball Defense System and release his pals. Sonic blazes, bounces and crushes drop targets, finds hidden door openings and decimates Robotnik's contraptions in this rescue mission gone pinball.

Each round requires Sonic to pick up several Power Emeralds before going to the boss room. The first is the Underground Caves. This area has water and marble backgrounds and is made up of geyser accelerators, waterfall rides and clam shell teleports. The next round is Toxic Pools. The backgrounds are walls of mud and earth with rusting pipes. Here you'll brave sewage pipe ramps, carnivorous plants and an amazing interactive rail cart with flipper rail switches. The boss stages are amazing examples of Robotnik's meddling with the forces of nature.

This is a great pinball-based title with all the look and feel of the previous *Sonic the Hedgehog* games. Sonic has more animations than ever before. The areas that allow Sonic to break away from his bounce 'n roll pinball action (hidden rooms, platforms, etc.) are a really cool touch. This one will knock your socks off.

SNEAK PEEK

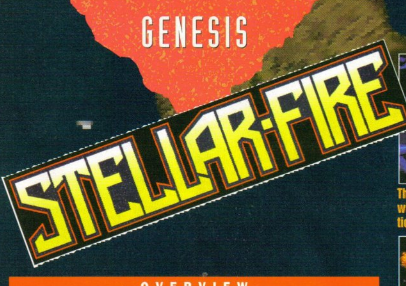


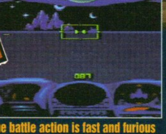
his Veg-o Converter.

in each round.

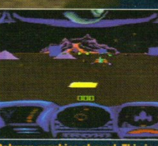
You can control Sonic's direction when he is in ball shape. This will help you get him to platform areas.

Sonic approaches Robotnik's island Veg-o Fortress by plane. Is that his pal Tails at the controls?





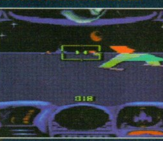
The battle action is fast and furious with terrific smooth-scrolling animations.



Polygon graphics abound. This is a start area on one of the moons.



The art in the intro will get your motor going.

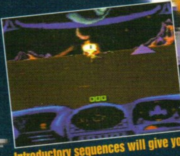


The enemy craft are fast. Very fast.

OVERVIEW

Dynamix has a killer, polygon-based shooter with solid 3-D action coming out soon for the Sega CD. *Stellar-Fire* will treat you to eye-popping graphics, ear-ripping sounds and finger-numbing game play. As the primary pilot in the fight against the Draxons you'll blast your way through the Arcturan planetary defense system in a quest to take out the main planet and save humanity.

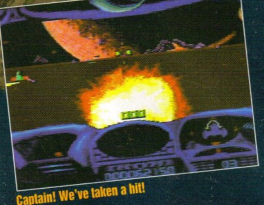
Stellar-Fire is one of the fastest moving games on the Sega CD. Massively hot explosions accompany every enemy hit and the 3-D movements and polygon-based enemy craft will amaze you. Digital stereo sound effects, speech and music rumble your speakers, and also truly fit the game's frantic pace. An easy-to-use, first-person cockpit/control interface rounds out the equation nicely. Expect a minimum of seven play areas — six moon-based defense shields and the planet of Arctura itself. *Stellar-Fire* will be worth the wait. Death to the Draxons!



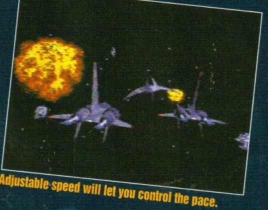
Introductory sequences will give you the storyline.



The heat-seeking missiles are a real help.



Captain! We've taken a hit!



Adjustable speed will let you control the pace.



Blast those Draxons back to wherever they crawled out from!



Boom! The special effects will blow you away.





Deep in the Funky Forest, you find yourself being possessed by cow spirits. Don't look now but that warp door is waiting.



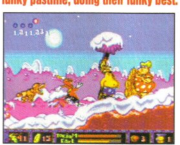
There's one of those pesky Earthlings now.



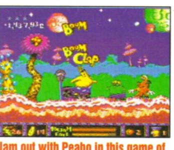
A Hades-like secret passage. Go on, press the button. We dare you.



ToeJam and Earl search the length and breadth of Funkotron. Here we see our heroes in a decidedly unfunky pastime, doing their funky best.



Definitely send this woman and her mutt back! They don't have an ounce of funkitude.



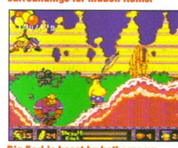
Jam out with Peabo in this game of rhythm repetition. 'Sup? Are you Lame or Awesome?



Here we see ToeJam blasting through a Funk Dimension Bonus Round.



Your Funk Scan uses your Funk Power Points to let you look at your surroundings for hidden items.



Big Earl is beset by bothersome aliens (Earthling-types).

OVERVIEW

They are back.... The twin masters of funkitude.... The dynamic duo of hip-hop.... With a hearty "Wha'sup?" Toe Jam and Earl return in *Panic on Funkotron* for the Genesis from Sega. In this 16-meg, one- or two-player cooperative jam, da boyz have returned to Funkotron from Earth and have brought back an infestation of the dreaded Earthlings! Kickin' out some radical rhythms and hi-fivin' their way around the planet, they'll have you fully funkified before this one is over!

As before, you play as Earl or TJ in one- or two-player mode, but this time, when in two-player they remain together. The Earthlings are pestering the fine folks of Funkotron and it's your fault. So bust a move and search high and low for the irritating earth-types. They could be anywhere — in bushes, under manhole covers and even in spirit-form. Use your powers to do magical Teleports, search with your Funk Scan, run at high speed through the Funk Dimension and eventually bag the Earthlings in each area. Once captured in a Magic Jar, you'll send them back in a big rocket to the sad and funkless world they come from.

The graphics are even more colorful and kinetic than before. The sounds? In a word — funk! ToeJam and Earl can interact with all their funky friends and discover tons of hidden areas on Funkotron. This one is going to be fabulously funky and full of unadulterated F.U.N.



SNEAK PEEK

OVERVIEW

You read about it in *Sega Visions* first: Our exclusive preview of *Spider-Man vs Kingpin* on the Sega CD (June/July issue) said this game would be well worth the wait. The game has arrvied and it is hot. *Spider-Man vs Kingpin* from Sega will entrap you with its giant proportions. The game is big — more than 65 levels — with beautiful, cartoon-like animation sequences throughout the game and action/adventure game play that lets you think, move and act like an arachnid. Cool new levels, such as Spider-Man trapped inside a giant pinball machine, add exciting dimensions to game play. *Spider-Man vs Kingpin*'s booming soundtrack features original theme music created jointly by Eric Martin from Mr. Big and Sega's own Spencer Nilsen.

A Spider-Man Hunt

You play as Spider-Man in a daunting, city-wide search for a bomb planted by Kingpin, while the cops and Kingpin's henchmen chase you. Your search is aided by the Spideytech 9000, an overview map of the city that you use to decide where you want to look next. Some of the areas you can enter are dangerous but will yield no clues... and no bomb... so choose carefully. Once you have cleared an area, the location is marked with a yellow "X." Clearing some areas will also lead you to an archvillain, such as Electro. After you defeat him, you'll see animation footage of Spidey and the bad guy. Listen to these sequences carefully for clues about where to search next.

Master the Cool Moves

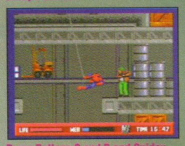
Spidey's cool moves have been fine-tuned. Press Buttons C and B, and Spidey slings a webline and swings to safety. Press Button B to dust a bad guy with a harmless blast of web. Other button combinations make Spider-Man stick to walls and do a battering leg sweep.

Nearly everything and everybody poses a threat to Spider-Man... even the good guys! Spidey can't harm the police dogs, though. You must avoid them or use your web to wrap them up long enough to escape.

Though the maze-like *Spider-Man vs Kingpin* may be as daunting as finding a needle in a haystack, action/adventure and Spider-Man fans will want to don the Webbed One's suit. With the number of levels in this game, they'll be wearing it a long time.



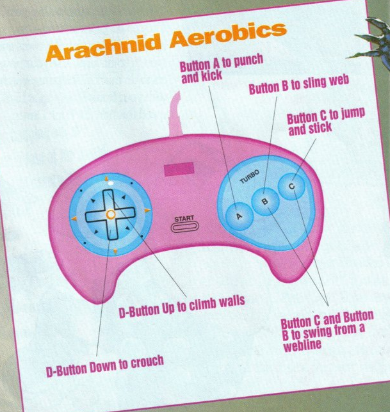
In the Port Authority, think like a spider. Stick to the walls and ceiling and head right until you can go no further. Then drop down into the escape tunnel.



Press Buttons C and B and Spidey swings from his webline. Press A immediately upon landing to take out anybody waiting for you.



Spiders stay on the ceiling for a reason: Bad guys are below. You have to drop to combat the annoying bats, though.



the AMAZING SPIDER-MAN VS. THE KINGPIN

Some of the highlighted places on the map will lead you into danger with nothing in return. Choose carefully!

Lots of power-ups in the Union Terminal Freight Station. This one is behind the crates to the far left, up on the first set of beams. Remember where they are and use them to replenish your energy bar and web supply when you need them.

Spidey can't hurt dogs. Take the sting out of his bite with a shot of web, then jump over him and take out the bad guy on the crates.

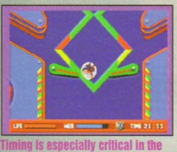
Spider-Man automatically crouches upon landing after a jump. Stay low while you check out the situation.



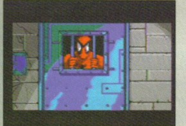
Carefully work your way to the front of the Subway cars.



The CD version includes a new level that puts Spider-Man in a deadly Pinball game.



Timing is especially critical in the pinball machine.



If you're not a pinball wizard, Spidey pays a severe price.



A jumpkick and punch combo as soon as he comes at you will extinguish this guy in the Power Station. His flight pattern is erratic and his hits are costly, so be quick.



Don't forget the bad guys on the roof in the Power Station.



Don't follow this thug. He'll lead you straight into an electrical shower. Stay low and wait for him to come back to you.



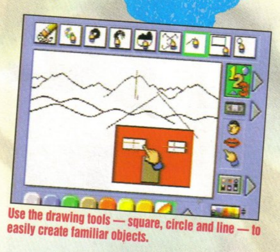
Before you face the Boss, fill up on all the power-ups you can find on the girders.

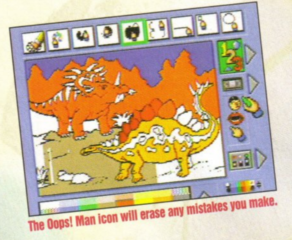


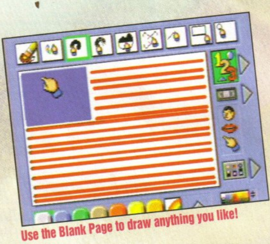
Fight Electro with a full load of web. Meet him at the top of the Power Station, but drop to the ground quickly. Crouch and sling web until he's backed into a corner. He can't hurt you if you stay low.

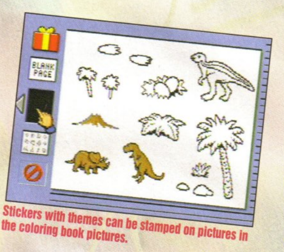


The fate of New York City rests in your hands. Let time run out and you won't have a job in the morning!


Use the drawing tools — square, circle and line — to easily create familiar objects.


The Oops! Man icon will erase any mistakes you make.


Use the Blank Page to draw anything you like!



Stickers with themes can be stamped on pictures in the coloring book pictures.



OVERVIEW

Are you ready to see your coloring pens and crayons brought to The Next Level? *My Paint*, the first animated Sega CD paint program from Saddleback Graphics, gives you the opportunity to do things impossible with plain paper. How would you like a coloring book that moos after you've painted a cow, or one that lets you paint a Pterodactyl, then shows it flying across the page? *My Paint* does all that and more. Compatible with the new Sega Mouse as well as current control pads, *My Paint* allows you to create moving animations, hear animal sounds from around the world and use a full set of rubber stamps, including letters of the alphabet. And you get more than 200 pictures to paint, erase, then paint again, plus a blank page to draw anything you like.

My Paint is easy for younger gamers and video-artists to use. You can start with a picture from the 10 themes in the "video coloring book" that includes dinosaurs, jungle animals, cars and planes, fairy tale stories and letters of the alphabet. Move the cursor to the "123" icon and press Button A to choose the coloring book. Once you're in the coloring book, press Button A to scroll through the more than 200 pictures available. Button A selects the picture.

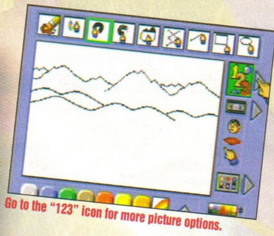
The coloring book also contains a full set of animated stickers you can stamp on your picture. Stamp a dinosaur on your school picture, then watch him walk around! Or you can add your own images to the picture by selecting one of the drawing icons, such as the square/rectangle to draw a house. Anything you add to your picture can be painted. Press the Voice icon and you'll hear interesting facts or sound effects from the things in your picture.

You can create graffitti-style art with the multi-colored pen, the regular pen or the spray paint can. Other totally cool things you can do include drawing mirror images (everything you draw is copied or "mirrored" four times on your picture). To draw, first select the icon from the menu. Then hold down Button A and move the D-Button in the direction you want to draw the shape or line. With the Sega Mouse, just press the button and move it like a pen.

My Paint gives you a terrific selection of designs, patterns, colors and hues in your video paintbox. Use the Record feature to preserve your work of art... it will even frame it for you!

My Paint works fine with the control pad, but for more detailed drawing, works best with the Sega Mouse. With so many fun possibilities, *My Paint* just may put an end to your complaints that you have nothing to do! Create with *My Paint* and enter The Next Level.





Go to the "123" icon for more picture options.



Choose from over 200 pictures in the coloring book.



Paint the panther pink, then touch the "Voice" icon to hear interesting facts about it.



Select the "Record" icon...



You can draw shapes and all types of things on the coloring book pictures, then paint them.



...and your masterpiece is ready for hanging!



OVERVIEW

***AH-3 Firehawk* is a 3-D flight sim that goes where few have gone before. This Sega CD game from JVC delivers hard-core realism. The terrain you fly over is lifelike, with rotating and scaling graphics from the first-person perspective that will make you cinch your seatbeat tighter. The 360-degree rotational imagery and thundering stereo-quality CD soundtrack and sound effects use the Sega CD's capabilities to the fullest.**

You have 10 complex missions to complete in the most dangerous hot spots around the world including the Middle East, Southeast Asia, Central America, South America and Eastern Europe. Your missions take place over all types of enemy-patrolled seas and treacherous terrain, from the dense jungles of South America to the icy stretches of Alaska. Each primary mission has numerous objectives that must be completed successfully.

Mission Profiles

In two of the missions, you'll navigate your state-of-the-art battle chopper through the dense forests of South America. One mission sends you on a seek-and-destroy campaign that targets the communications center, airbase and arms-manufacturing plants of arms suppliers who are selling their deadly wares to terrorists. The second mission, code-named Stealth Down, is an exhaustive night mission through the jungle to locate and destroy a downed Stealth bomber before it falls into enemy hands. Other campaigns take you to Eastern Europe, where you must escort a United Nations convoy of medical supplies to a town under siege. This mission is a true challenge to your combat skills: Keep your AH-3 Firehawk and the convoy safe from ground attacks by constantly strafing the area with gunfire... without hitting the moving convoy. Other missions take you over the South China Sea where piracy is rampant and into the Middle East to resolve border and oil disputes... but not necessarily peacefully!

Firepower and Air Superiority

The combat-ready AH-3 Firehawk is loaded with 36 missiles and machine gun ammo to start each mission. You'll need to monitor your missile supply to ensure you have enough ammo to take out the Primary Targets in each mission. Your on-screen controls also include radar, which pinpoints your position and any incoming bandits and missiles that threaten you, and a navigational map that keeps you on-course. *AH-3 Firehawk* has great sound effects, including an on-board voice warning system that adds realism to the combat scenario. The steady verbal warning "Incoming bandit! Incoming bandit!" heightens the game's intensity.

A De-Briefing screen summarizes your success at the end of each mission. If you are unable to complete a mission because you crashed or ran out of ammo, you'll receive a demerit. Three demerits strips you of your pilot's wings and ensures you'll never handle anything more dangerous than a potato peeler. Successful completion earns you a medal and the chance to fly the military's top-secret weapon into more dangerous skies.

AH-3 Firehawk may make it hard for you to sit down to play another PC-based flight sim. On top of its top-flight graphics and complex missions, the game has nice touches such as a screen that lets you know when the CD is loading. With three difficulty levels, all levels of gamers should be able to walk away a hero... or a zero.

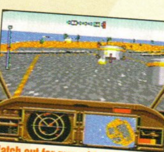


Check the Info screen for vital information on your Primary Targets.

Don't bail out until you've taken out the Stealth fighter.



You can select among the world's 10 most dangerous hot spots.

Watch out for ground forces returning firepower. Secure the area with strafing action.

Wait until you're in range of these tanks, then fire at will.



Your mission to destroy the Stealth fighter takes you through the South American jungle... at night.

Take out the enemy before he realizes what a deadly mistake he just made.



Save your missiles for your Primary targets. You may not get another pass at them.

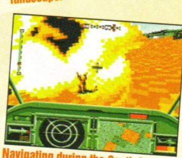


It's easy to pick out the enemy vehicles against Alaska's frozen landscape.

Sometimes you can complete your mission despite extensive damage.



Cut off your enemy's escape route by blowing up the bridge during the South America Arms Running mission.



Navigating during the South American campaign is dangerous if you don't stay above the trees.



In the Middle East mission, protect the oil rigs but take out the gunboats.



The De-Briefing screen apprises you of your success... or defeat. Three demerits and you'll find out what kitchen duty is all about.



Attack helicopters will come out of nowhere once you target in on the arms-manufacturing plants.



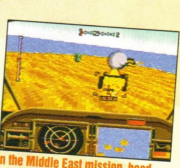
It takes a top gun pilot to bank and turn while accelerating at top speed.



Monitor your radar to keep enemy aircraft and missiles off your tail... and to turn the tables on them by returning firepower.



Fast and furious shooting clears out this armored threat in Southeast Asia.



In the Middle East mission, head inland to destroy the oil installations after you've secured the oil rig's safety.

INTRODUCING



THE NEW COOL SPOT

™





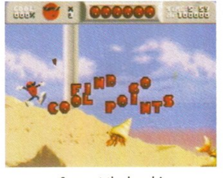
Hot graphics!



Cool moves!



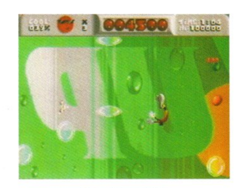
Out of control fun!



Score at the beach!



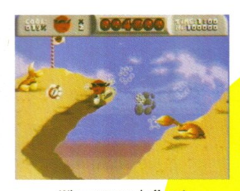
11 hardcore levels!



6 Bonus rounds!



High energy music!

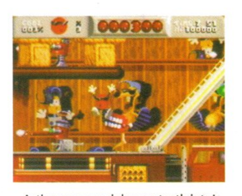


Wipe out sound effects!



"THIS IS ONE OF THE BEST SEGA CARTS WE'VE SEEN THIS YEAR! IT'S GOT IT ALL– EYE-POPPING GRAPHICS, PUMPING MUSIC AND EDGE-OF-YOUR-SEAT GAME-PLAY. COOL SPOT REALLY QUENCHES THE THIRST FOR FUN AND WHITE-KNUCKLE ACTION!"

SEGA VISIONS MAGAZINE



Action you can sink your teeth into!









OVERVIEW

Magic and machinery go head-to-head in *Technoclash*, a new technothriller from Electronic Arts. This seven-level title combines run-and-gun blasting, spell casting and high technology for a fast-moving adventure across time and space. *Technoclash* is built with sharp, three-quarter view graphics and intermission screens that detail the upcoming phases of the game. *Technoclash* gives you three continues and a password feature so you can keep track of your place in the game. There is also an option to allow play with a six-button control pad, the next level of control peripheral that will soon be available for Sega gaming systems.



Ronaan's party has two bodyguards and a mage. You can take either bodyguard with you, and change between levels or in the Cheltors.

Most of the large junkpiles are hollow. Some contain enemies and spells. One will hold a Card Key.

Indar the Falcon acts as Ronaan's eyes when selected, showing you the size of the level and the location of your enemies.

TECHNO


You can destroy the launch tubes in buildings and in the desert with the Time Bomb Spell.

CLASH™

The *Technoclash* adventure stretches from the Inner Realm, a world where technology is a dark art and all machines are forbidden, across the portals of time and space to a future Earth. As Ronaan, Apprentice Mage and Falconmaster, you, two bodyguards and your wizard teacher must follow hot on the trail of a mechanized warrior through a time portal. The object of the game is to close the portal between worlds and save the Inner Realm from mechanized destruction.

Spells are your main weapon. You can use your wizard's staff to deflect enemy weapons and to strike your foes. Fighting with you is one of your bodyguards, Farrg or Chazz. Farrg is a barbarian with Rocket Spells and high endurance. Chazz is a wizard with Fire Spells and uncanny insight.

Techno Features

Technoclash is loaded with features that give you solid control over Ronaan and his bodyguard. Pressing the Start Button calls up an Options Menu so you can keep track of the number of spells you and your bodyguard have, what card keys you carry and, with the three-button controller, select the Heal, Levitate and Teleport spells. You can also adjust your bodyguard's attitude to Offensive, Guard or Shadow, depending on how much protection you want. At any time during play, you can write down the password and use it to record your statistics in the game. The Options Menu is also where you can select between the field view and "Indar View," or the world as seen through the eyes of Indar, Ronaan's falcon.

Aside from the Heal Spell, the Indar View is the most helpful feature of the game. This option gives you a look at the entire level from the perspective of the falcon. You can move the bird of prey all over the map, scouting out enemies and the location of buildings and other things you need to find.

Intermission sequences between levels give you updates on the game's storyline and provide the objective for the next level. Successfully defeat the mechanized warriors in each level and the game will take you back to the Inner Realm...to face the greatest challenge of all. For rapid-fire spellcasting action with some adventure thrown in, *Technoclash* is a worthy contender.

Continued next page.

TECHNO CLASH™

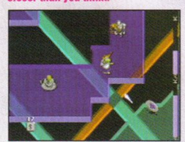


Abaris' Cheltor is where you begin each level. Teleport here when you are out of Heal Spells and need help badly.



Chazz is the best choice for a bodyguard in the Tween Place because he can teleport. The Temple portal is closer than you think.

Make a map of the twists and turns in the Teg Temple. Block the portals here and you are almost home.



Indar is your biggest asset in the Temple Entrance. Don't stray off the path. It's a long way down.

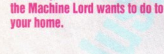


Each level boss attacks in a straightforward fashion. Once you have the pattern of his attacks, you can spellcast and move, spellcast and move.



The Options Menu is where three-button controller users select non-combat spells, the Indar View and other features. Many of these can be accessed by buttons with the six-button controller (see diagram).

Technology and the Inner Realm definitely don't mix. This is what the Machine Lord wants to do to your home.

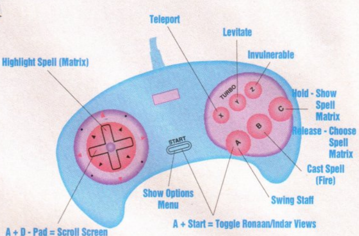




You'll need to drop the energy barrier to reach the Machine Lord. Try Time Bomb Spelling the big guns.

Three-Button or Six-Button Control

Technoclash can be played with either a three-button or six-button controller. With either peripheral, press the Start Button to call up the Options Menu.



Combat Spells

Since Ronaan is an apprentice wizard, spells are his main method of attack and defense. You can hold up to 99 of each type of combat spells. You'll find spell icons scattered throughout the game in secret rooms, and sometimes after you have blasted an enemy.

Basic Spell

The least powerful attack spell. You always have this one. Pick up "B" icons during the game and the Basic Spell becomes rapid fire.

Lightning Spell

This combat spell is fast and can reach halfway across the screen. The only drawback is that it's not very effective against strong enemies.

Super Spell

Moves slowly, but hits your enemies like a hammer! Will also damage multiple enemies, if they are grouped closely together.

Angle Spell

This boomerang-shaped spell moves slowly, but is deadly. You can control its direction after release with the D-Button. You cannot launch another until the first one is gone.

Time Bomb Spell

The Time Bomb is the only spell that will destroy launch tubes and mobile launchers. Once you place it, you have three or four seconds to get out of the way.

Mondo Major Spell

This one puts the whammy on all the enemies on the screen. Save it for when you and your bodyguard are surrounded.

Hold Spell

Use this spell to freeze your enemies for a few seconds. It lasts long enough to finish them off with your staff.

Wide Spell

This three-way shot spell is great for clearing out rooms and corridors...or for any tight spot.

Death Spell

The most powerful combat spell. Most powerful enemies can be finished with one or two blasts of this spell.

Non-Combat Spells

Non-combat spells can be used at any time during game play. They can be accessed with the top three buttons on a six-button controller, or by pressing Start on a three-button controller to bring up the Options Screen.

Heal Spell

The Heal Spell restores the life meter of you and your bodyguard. It will also bring your bodyguard back from the land of the dead.

Levitate Spell

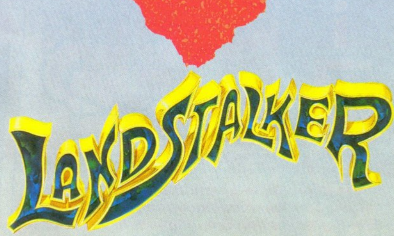
Levitate comes in handy when you need to cross a pit, chasm or otherwise impassable area.

Teleport Spell

Use it to teleport back to the Cheltor to heal and change bodyguards.

Invulnerable Spell

Gives you invincibility for a short period of time.



OVERVIEW

For those of you who've been waiting patiently for Sega's next adventure/role-playing game, *Landstalker* has arrived. This 16-meg one-player cart has four save slots and battery back-up and will toss you into a land of myth and magic in amazing three-quarter perspective. Join Landstalker as he searches for King Nole's legendary treasure.

As a young treasure hunter armed with only a blade and your fantasy game-playing skills, you'll fight bizarre monsters in real-time, save kidnapped children, comb huge mazes, solve wild and woolly puzzles, and perform some of the most amazingly complex leaps and jumps put in a vid-game to date. With a little luck and a lot of fun, you'll not only recover the treasure, you'll also restore peace to a politically divided island nation.

Landstalker has stereo sounds, humorous dialogue and a great three-dimensional graphic perspective. Each screen area is a work of fine cartoon-based art. This huge game will offer you plenty of hours of intrepid adventure gaming. May luck travel with you, oh courageous treasure hunter.





You can move boxes around to reach higher areas. Push floor buttons to see what they do.



Some of the chests will appear impossible to reach. Try falling through a hole on the floor above them.



Sometimes you'll need to kill all the monsters in a room to open locked doors.



Solve the second maze and you'll save this little girl from her captors. The third maze's solution will get you entrance to a castle.



As you progress to harder mazes, the keys become more difficult to reach. Remember that Landstalker needs some puzzle-solving. Try everything.



When in a maze, remember that you can always exit to restore health and save. The monsters do return but you need the gold anyway!



Restore full health by stepping on the button in front of this goddess statue. Jump into the statue and you stop the flow of water in the Thieves Cave. This will let you search the dry water channels.



This puzzle requires fast reflexes. Very fast. Step on the button, then run and jump your way to the gate before it closes, without getting hit by the spike balls.



When near swamps, stay on the available bridges. Falling in the swamp takes away lots of health points.



You need the Idol Stone to open the gate to this maze. Try looking in a hut.

Tom Mason's Dinosaurs for Hire™

Dinos with an Attitude



Archie is the tough-talking leader. He's the best jumper of the group.



Lorenzo likes to head-butt too close to his tailored

OVERVIEW

They're mean. They've got an attitude. They carry big weapons... and they deliver in-your-face action. They're *Dinosaurs for Hire* from Sega. *Dinosaurs for Hire* is a fast-paced, jump-and-shoot action game for one or two players simultaneous. The game moves so fast your trigger finger won't have a chance to get itchy. The music rips as loud as the heavy artillery these mega-mean mercenaries pack. Grab a friend and get ready to kick some tail: *Dinosaurs for Hire* have been called into service.

You can play as Archie, the tough-talking Tyrannosaurus Rex who packs a fully automatic machine gun under his arm; Lorenzo, the Hawaiian-shirted Triceratops who lugs a .50-caliber elephant gun; or Reese, the one-eyed Stegosaurus who wouldn't be caught dead without his pulse cannon. The Dinos' mercenary mission takes them across five levels with multiple sub-levels. You start out in the Tenement House, which is overrun by ninjas and bikers, then into the Cavern and Under Hoover Dam, on a Jet Ski Adventure, and into a dangerous Toy Factory before you reach the Base, the final level.



Crystals contain power-ups. Find this one on the far right roof of the tenement building.



Take out the laser gun while avoiding the onslaught on ninjas. Then ride the elevator down.

Dino-mite Dudes

Each Dino has a special Close-Up attack move guaranteed to keep enemies out of his face. Press the Close-Up Button (user-configurable) and Archie executes a punishing pistol whip, Lorenzo head-butts his enemies into oblivion and Reese clears the deck with a brutal tail sweep. Or pulverize anything in sight — bad guys, armored vehicles, giant cock-roaches — with a decisive Dino Stomp. Press the D-Button Down and hold the Jump Button to execute this patented dino move.



Dino Stomping is like swatting flies. To use the Dino Stomp on annoying ninjas, press the D-Button Down and hold the Jump Button.



Your hide's not that tough! Press the D-Button Down and the Jump Button to drop to the subway track. Dino Stomp the armored vehicles.

Other artillery the Dinos can use are Smart Bombs, handy little devices that clear the screen of all enemies, lasers, machinery... you name it. Press A, B and C simultaneously to drop one of these babies... then stand back and watch the excitement.

The levels are laden with Crystals that contain power-ups like extra lives, Smart Bombs, Multishot to increase the number of shots in your weapon, Power Fields for limited invincibility, Dino Juice to restore your health meter, and other goodies.

Dinosaurs for Hire is a dino-mite action title for all levels of gamers. With a choice of up to nine continues and three difficulty levels, this game challenges experienced players and lets novices fine-tune their mercenary moves.





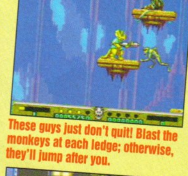
enemies who get
Hawaiian shirts.



Reese is the loose cannon of the group. He also carries one.



Use the Close-Up attack on enemies who close in too fast for you to shoot.



These guys just don't quit! Blast the monkeys at each ledge; otherwise, they'll jump after you.

Secret rooms in the Subway! Grab the Crystal and you earn an extra life.



These Smart Bombs go off a few seconds after you pick them up.



Drop a Smart Bomb when you're outnumbered. Press A, B and C simultaneously to detonate. You start out with one Smart Bomb, but can pick up more later.



Blast the helicopter before it blasts you.



Cyrano will give you valuable survival tips when you're facing end-level bosses. Listen up!

In the Blue Train level, stay low to avoid overhead dangers... but keep firing away.

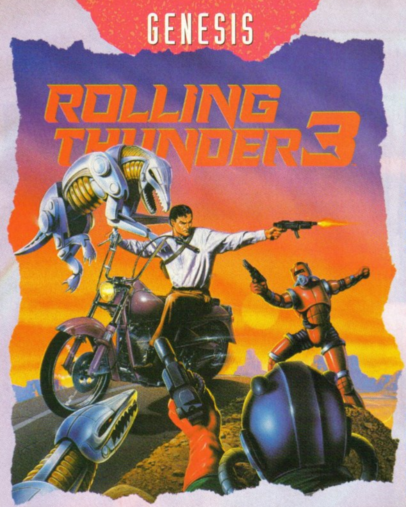


Watch out! Not only will the Mega Minotaur Boss swing his spiked ball... he also shoots lasers.



The Toy Factory Mid-Boss is tough... but you're tougher. Shoot his arms off, then go for the head.





OVERVIEW

The third installment in the *Rolling Thunder* series from Namco for the Genesis has arrived! Take out the terrorist organization Geldra while playing a fresh new version of a tried-and-true scenario. *Rolling Thunder 3* gives you the same free-wheeling, run-and-gun action, with the added abilities to make diagonal shots and to shoot while jumping. A password save feature lets you keep track of your progress so that you can continue this one-player title another day. Feeling like a hero? Blast your way through southern California and take on Dread.

You'll be fighting this battle as Jay, the only remaining agent for the neutralization of Geldra's second-in-command, Dread. His last known location was at a refinery in southern California. Your purpose is to take out Dread, while your co-agents Leila and Albatross take on Geldra's head honcho, Gimdo. This two-front pincer movement should permanently disable the terrorist organization.

Like the previous *Rolling Thunders*, you've got to be fast with your lead. Each round has plenty of doors to enter where you can collect weapons, ammo and life energy. *Rolling Thunder 3* has added some important play features over its predecessors: You can choose your special weapon from a menu before each round, you can make diagonal shots, and you can also jump and shoot at the same time. As added bonuses, you'll find three hidden levels that warp you forward and a password to play as a female character. The best strategy for clearing through all 10 fast and furious levels is to save your important long-range Special Weapons for the last couple of levels. Get to Level 10 and meet the last boss with either a full load of Laser or Assault Rifle ammo and you'll have Dread locked!



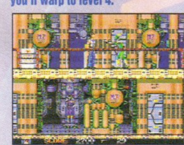
Hitting the Jump Button and Up on the D-Button simultaneously will have Jay jump up and swing over the rail above his head. Reverse the procedure to get back down.



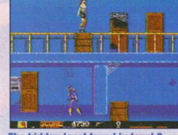
The various doors that Jay can enter by pushing Up on the D-Button will not only offer bonus items, but also breathing space away from Geldra's minions. Holding the button up will keep you inside the door area until released.



Try shooting some boxes on level 2 to get to this hidden stage. From here you'll warp to level 4.



If you don't pick up a Special Weapon in the early levels, the doors marked Special Weapon will refill your life energy.



The hidden level found in leve! 8 jumps you to level 10.



In the two vehicle levels the best tactic is to get behind your enemies and shoot.



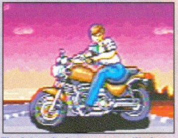
Enter the Bullets doors even if you are not low on ammo. There appears to be no limit to the number of bullets you can stock.



Once you've used a weapon from the menu, it's not available in later rounds. Save the long-range weapons for the last levels.



If you are low on ammo when attacked by the Geldra Robot-dogs, crouch. They will jump over you and you can time your shots carefully.



The intermission screens will give you time to rest your tired hands... and also may give you hints about the level to come.



Ranger X

OVERVIEW

The Next Level of run 'n shoot-style games has arrived. *Ranger X* is Sega's first action cart to be compatible with both the three-button controller or the new six-button controller. This explosive one-player title will have you battling the Rahuna hoards in an effort to save yourself and the Homeworld Tribes from certain annihilation.

Watch the opening Demo to see how your controls work.



Use these Power Conversion units to refill your and Indra's shields whenever they are available. Don't hesitate to go back to one when needed; you're not on a timer.



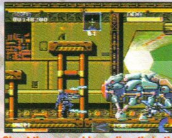
Take out the first boss by destroying him in this order: eye area, legs and then the top of his head. He's history.



Avoid shooting in areas that have egg platforms. Otherwise, you have hatchlings to contend with and no solar rays to fry them.



On your way up to the second boss, you will have to fight six of these flying horrors. You can outrun them but don't, because they eventually catch up and must be fought as a group. Use your Seeker Charge and take them out individually.



Shoot the second boss directly in the center of his irritating red eye. Keep shooting and the boss will slowly shrink and die.



If you must shoot your way past a nest, these dangerous hatchlings appear. Fortunately there are normally outcroppings you can break to let light in. The little buggers hate light. While you are at it, note that your Special Weapons can be recharged with a little solar energy.



In Mission 3, you need to take out 10 of these.



This is an Eos Courier. It has limited mobility, so leave it behind and let it provide air cover for you.

Wearing your Ranger X-armor and traveling with your Cyber-Cycle, your mission is to traverse each area, searching out and destroying Rahuna offensive mechanisms. You can pilot from inside the cycle, use it as a mobile weapons platform, ride atop or leave it behind and depend on your Jump Jets for movement. At the start of your eight missions, you have two Special Weapons — a Flame Unit and Seeker Mines. Four more Special Weapons are collected as you progress. Some missions will have you leave your cycle behind in favor of Eos, a Platform Courier. The Platform Courier is limited in its movement area, and with its autotracking laser, is better suited as air cover for ground assaults.

Ranger X is fast-moving, fiery and apt to leave you needing cool-down time. Graphically, it is diverse and will give you a real feel for your fight for the Tribe's Homeworld. The music is enjoyable without overpowering game play and the effects are a blast. The controls are easy to learn and especially impressive on the six-button controller.

Put on your Ranger X-armor and join the fight. *Ranger X* is action game play at The Next Level.

Splatterhouse 3

OVERVIEW

Gross. Totally gross. So gross, in fact, it's kinda cool. That's *Splatterhouse 3* from Namco. Following on the heels of the successful *Splatterhouse 2*, Rick and his Power Mask have returned to face another gore-splashed challenge from the Evil One. Face it. *Splatterhouse 3* is not for the squeamish or faint of heart. The monsters are truly putrid and every room is decorated with splashes of blood, arms, legs and things you never knew existed inside a human body. *Splatterhouse 3* features sharp graphics, solid game play and a horror-based storyline that is so serious as to be comical. And it does its predecessor one better with eight additional megs of memory (for a total of 16 megs), better backgrounds and sounds, and nonlinear game play so you can take the rooms in each of the six levels in different order. There are more than 65 rooms in total.

Just Review It

You play as Rick, a mild-mannered stockbroker with a Power Mask that lets him fight evil. His Mask and ripped clothing make Rick look a lot like Jason, the hockey-masked, horror movie hackster. The object of the game is to save your wife, Jennifer, and your son, David, from the blood-stained clutches of the Evil One before he turns them into the same kind of mindless monsters you find in the game.

Each level is a race against the timer. The faster you beat each round, the better the game will go for you. Fail to beat the level boss monster before the timer runs out and things will go much, much worse.

Rick has two sets of moves: a basic set and a Mutant Rick set. Basic moves are martial arts oriented and include a Combination Punch, Jump Kick, Quad Spin Kick and a wicked Headbutt.

Mutant Rick moves can be made after releasing the power you've stored by collecting the blue Eldritch Orbs. Rick's mutant moves include an Ab-Jab, Choke, Throwdown and a Megaton Driver.

The basic moves will get you through most of the game adequately, especially when you use the weapons found scattered around each level. Save the Mutant Power for end of round bosses, found in each level by the bloody "X" on the map.

With four difficulty levels, a password save, tight player interface and great graphics, *Splatterhouse 3* is a good game for those who like beating the green stuff out of monsters.

Rated by V.R.C.
MA-13
Parental Discretion Advised.
Mature Audiences



These books give you an extra life. You can find this one in the garage outside the mansion in Level 1.

Some bad dogs just don't listen. They slither and snap. Take them out with a Jump Kick. Try getting two of them together, if you can.



After you have crushed the last monster in a room, press the Pause Button to get a map of the level. Yellow doorways are shortcuts. White doorways are one way only.



The brick is an effective weapon, especially against monsters with a long reach. You can also find and use a baseball bat, bloody axe and a two-by-four.



Don't rely on tools to win your fights. Lose your weapon and the Evil One's helpers will take it away



This ugly monster will fly through the air and drop worms before you destroy its face. Dodge its worms, then punch. After the face is gone, jump; then punch. This is a good time to become a mutant.



Rick's Quad Spin Kick can clear the area in record time. Press the D-Button Toward, Away from and Toward the enemy, then Button B, in less than a second.

Bart's Nightmare

OVERVIEW

The Bartman returns to the Sega Genesis in *The Simpsons: Bart's Nightmare* from Flying Edge. This wild and wacky one-player platform/action game puts you inside Bart Simpson's mind while he's asleep and in the midst of a nightmare! Save Bart from his nightmare and recover his homework before it's too late, or he'll find himself condemned to fourth grade forever.

As Bartman, you are a flying superhero. Use your slingshot to get past obstacles and villain bosses alike. Blast bosses like Barney Grumble. When you are through you get one page.



You get your choice of two doors for every page you jump on in the Windy World section. They are: Yellow for Itchy and Scratchy, Blue for Bartman, Purple for Bart's Bloodstream, Green for Bartzilla and Orange for The Temple of Maggie.

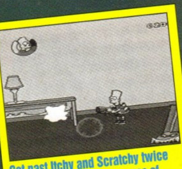


This is what happens if you don't get Bart's homework back. Help the poor kid out, would ya?





Take on The Temple of Maggie area as Indiana Simpson. Avoid falling blocks and collect golden eggs to help you through to the end, where you receive two more pages.



Get past Itchy and Scratchy twice and you'll receive two pages of homework.



In the Bartzilla stage you breathe fire and your eyes shoot lasers. Get through the city, climb the skyscraper and capture two pages.



In Bart's Bloodstream you use a handpump to blow up the viruses. As you blow them up, Smilin' Joe Fission shows up. Each time you touch him he'll cause part of the force field around your homework to be erased. This will get you one page.



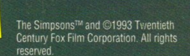
If you bomb out of one of the Other Worldly Worlds, spend time here collecting more sleep "Z's" before leaping into another door. This will ensure that you have time to do it again.

Just Review It

Your place of entry into the nightmare is the Windy World. From this area you reach the five Other Worldly Worlds that hold the missing pieces of homework. To reach the doorways of Worlds, you need to chase down and jump on the blowing pages.

In the Other Worldly Worlds you can breath fire and stomp buildings flat as Bartzilla, chase Itchy and Scratchy with hammers while they try to flatten you and even shoot Mr. Burns out of the air as the famous Bartman. Each of the five worlds holds one or two pieces of homework, depending on its length and difficulty. The strategy to beating a world is to play and replay, learning the challenges and patterns to overcome.

Bart's Nightmare has the look and feel of the cartoon that made Bart Simpson a household name. The music and digital sound effects are on target as well. With a straightforward control interface and some tricky game play, *The Simpsons: Bart's Nightmare* is a great choice for players who want a good challenge and a change from the typical run-n-jump games.





OVERVIEW

Jurassic Park **has recently set records as one of the biggest blockbuster movies of all time. The Sega** ***Jurassic Park*** **Genesis title has mirrored that success as the hottest dinosaur action/adventure title yet. Now the** ***Jurassic Park*** **saga continues on your Game Gear with** ***Jurassic Park*** **by Sega, an all-new one-player title specifically designed for Gear-style play.**

Sega's big plan has been to make versions of *Jurassic Park* for the Genesis, Game Gear and Sega CD, going the extra yard by keeping each version a totally different game. *Jurassic* fans should be eager to see this title. Following on the heels of the highly successful Genesis game, *Jurassic Park* Game Gear puts you onto the dinosaur-infested island a few days before the park opens. The dinosaurs have gone on a rampage, over-running the island. You play as Dr. Grant, on a mission to repair fences and get the dinosaurs back into line. It's a tough job, requiring serious driving, shooting, climbing and jumping skills.

Even without the hot *Jurassic Park* license, this portable action game would stand on its own with solid graphics and game play. There are five areas, each with three rounds...for a grand total of 15 levels. You can take the first four areas in any order. The last area, the Visitor Center, can only be completed after you have beaten the first four using no continues. The areas are the Velociraptor Area, the Brachiosaur Area, the Pteranodon Area and the Triceratops Area.

Loaded for...Dinos

There are many different types of dinosaurs in the game — most of whom do not like humans. They will try to bite, stomp or just run you over. Each attack takes a segment from your life meter. Large dinosaurs can put you down for the count in no time flat. That's why you are loaded up with three powerful, non-lethal weapons. A horizontal-firing Stun Gun will either knock down or scare away most dinosaurs. An aerial stun weapon will knock the mean out of Pterodactyls and other large or flying saurians. Gas grenades you throw really put the whammy on most dinos. Other items you find include med kits, which restore your life meter, bottles which add another segment to your life meter and red bottles which fill a segment of your meter.







Press the Start Button to change weapons, view your statistics and use the med kits. Highlighting each weapon shows you its use.

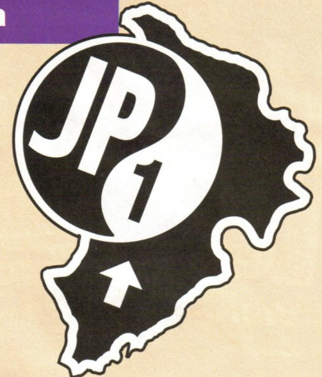
Pteranodon Area



This area starts you off with a driving sequence against the airborne Pteranodons, followed by an encounter with poison-spitting "spitters" in a maze-like, rocky cliff. Survive a trip across a rocky chasm and you'll do some aerial cleaning in the Pteranodon's lair. The trickiest section here is the rocky cliffs area — not because of spitters or other hazards — but because of the maze of doors and corridors you have to negotiate to reach the sub-area. If you reach the rail cars, you are very close.



Get a 1-Up by going hand-over-hand. Aside from good marksmanship, climbing is one of the most important skills of the game.





Increase your life meter with this item. Just remember that as fast as you earn it, a falling boulder can take it away.



You'll find a med kit on a ledge just past this underground lake. To get it, don't try to swim!



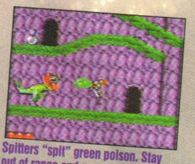
Test fire your aerial stunner before you take on Pteranodons. Since you can only fire on the upward diagonals and your shot explodes at a set distance from you (unless it hits something first), you need timing to clear the air...and collect items.



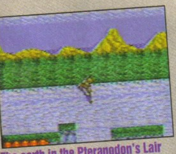
Four zaps with the Stun Gun will earn you a Completion token.



The Boss Pteranodon is one of the easiest to beat. Jump from limb to limb as the screen scrolls downward, firing the aerial stunner when the flying dino soars above you and jumping out of the way when it moves in below. Missing a limb and falling is fatal.



Spitters "spit" green poison. Stay out of range and zap away.



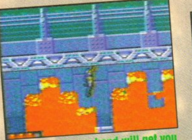
The earth in the Pteranodon's Lair has a tendency to give way as soon as you touch it. Keep moving and jumping. Even a split second of hesitation can plunge you to your doom.



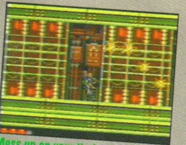
Velociraptor Area

This area takes you into the heart of the power station to bring under control the smartest dinosaur in the game, the Velociraptor—Raptor for short. Along the way you must drop Pteranodons out of the air and deal with some very crafty Raptors. Survive the three lava pits and electrically charged power station wiring, and you'll face down the boss Raptor.

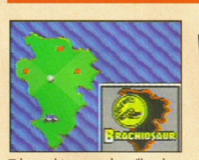

You'll face a boss monster if you do well in the driving section. Zap fast and lead just a little.


Moving hand-over-hand will get you through these hot spots. Time the ebb and flow of the lava to reach the safety zones. You can identify them by solid sections of flooring.


In the driving level, zap dinosaurs while dodging rocks and road obstructions. Each dino you hit will release an item. Zap the item to collect it.


Mess up on your timing here and you'll get a severe shock. Since the electricity moves in waves, you might try approaching this problem from a different height.

Brachiosaur



Take on this area and you'll end a successful driving session with a battle against T-Rex! Fighting this razor-toothed behemoth has good and bad points. Beat him and you rack up the points. Mess up and he'll decimate your life meter, leaving you in bad shape for the rest of the levels. This area takes you from underground caverns through a Raptor-infested power station, up into a wet valley filled with Pteranodons and gigantic Brachiosaurs. The flyers can be taken care of with a single blast of the aerial stunner. The bigger, slower Brachiosaurs are clumsy and apt to crush you in the midst of feeding, and take a couple of aerial blasts to move out of the way. The Boss Brachiosaur is another matter. You will find yourself on his pond. And he wants you off! Watch his air bubbles to avoid a rapid crushing.


Stun these aquatic dinos to collect Completion tokens. They pause as they leave the water, giving you a split second to zap them before they charge.


Waterfalls appear impossible to cross. Don't worry. You can jump across them.


This T-Rex has an intense desire to snack on your vehicle. Zap him in the head if you want a hope of making it to the action stage.


Raptors pounce as soon as you enter the gated areas. Zap them until they have collapsed three times. The third time, you'll earn a Jurassic Park icon worth 1,000 points.



Area

Triceratops Area



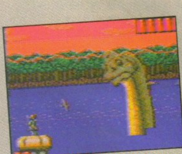
Steam Pipes scald away a segment of your life meter every time you are hit. Move to the opposite side of the elevator platform from the steam jet, ducking and jumping as necessary. There are similar electrical discharges on the other side of the room.



A long jump off the far right elevator will earn you two Jurassic Park icons and a med kit.



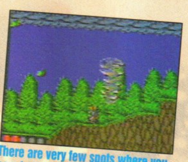
Wake 'em up with an aerial burst and these giant saurians will move their heads. Remember that you're not working against the clock. Time their head movements and then go to work.



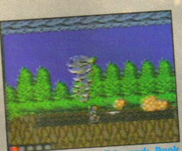
You can usually squeeze in two aerial bursts as this big guy makes his descent. Then it is definitely time to move.



More than any other, this area pits you against the forces of nature and against the residents of Jurassic Park. Tornadoes, lightning and fire rain from the heavens to fill your mission with danger. The dinosaurs are smarter and faster as well. You'll see what we mean. Climbing and jumping are the greatest skills needed in this area. And the Boss Triceratops has a weak spot that can only be reached from ground level. You'll need to move as fast as he does!



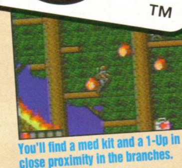
There are very few spots where you can duck tornadoes without retreating back into the sub-area.



Let lightning do the dirty work. Duck in the blasted trenches until the tornado passes overhead, then keep moving.



Look for heads peeking out of the trees. It's a dinosaur ambush and you have to zap them down twice to get a Completion token.



You'll find a med kit and a 1-Up in close proximity in the branches.

When lightning strikes the tree at the foot of the hill, run like blazes back up the hill and wait for the flames in the trees to die down. Then take to the branches.



Time the lightning bolts so you can jump down from the branch, cross a short distance in the pond and grab another branch without taking a shock.



Jump and hang from a branch, then press Up and Button 2 again to climb the branch. You can work your way around most of the flames this way.



The Boss Triceratops will not only charge you, but shower you with heavy clods of dirt as well. He needs hits on the nose to bring him back under control.

The Visitor Center

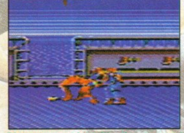


The fifth round is the Visitor Center, where all of Jurassic Park's control stations are to be found. Last we heard, it was overrun by Raptors. Now, who knows? All we can tell you is that if you make it here, you'll have a whole new respect for dinosaurs.

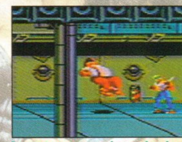
STREETS OF RAGE 2

OVERVIEW

Skate, Blaze and Axel are back in *Streets of Rage 2*, an action-packed, six-stage sequel to *Streets of Rage*. This one- or two-player, Gear-to-Gear portable brawler from Sega will have you leaping, punching and kicking with more electrifying moves than ever before. Bust loose on some bad guys. It'll be a blast.



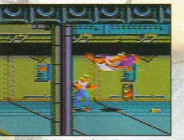
Blaze may not look like the strongest of your fighters, but looks can be deceiving. Her Back Sacrifice Throw delivers massive damage.



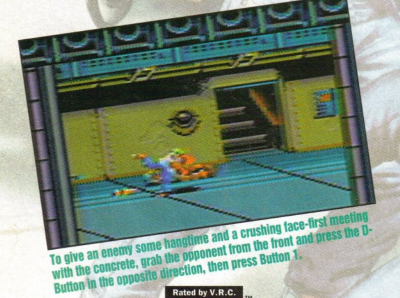
A weapon can come in very handy against the tougher opponents. You have two weapon choices: a lead pipe or a nasty knife.



The best way to deal with bad-guy biker-types is to deliver a flying kick to the head. Good-bye, goon.



Avoid the fat men when they are attempting their fiery attacks, then get in close for a throw.



To give an enemy some hangtime and a crushing face-first meeting with the concrete, grab the opponent from the front and press the D-Button in the opposite direction, then press Button 1.



When you get in close enough to an opponent, press the D-Button Toward your enemy to grab him, then press Button 1 repeatedly to inflict some heavy damage.

Playing as one of the three vigilante heroes, your task is to save your friend Adam from the elusive Mr. X. With luck and some talented fists, the streets will be safe to walk again.

This portable version of the 16-bit monster smash has the same intensity, the same look and feel, and all the same moves of the Genesis version, but adds a hot new move. Each character has a new Special Attack that is done by holding down Button 1 for two seconds. The jabs, kicks, throws and special attacks are easily managed on the two-button controller. For instance, each player has a killer move you can do by hitting the D-Button Toward twice, then Button 1 once. This executes Axel's Grand Uppercut, Blaze's Vertical Slash and Skate's Dynamite Headbutt.

Streets of Rage 2's interface is simple and accurate. You'll find plenty of weapons, power-ups and bonuses under tires, garbage cans and phone booths. The stereo music and sounds are some of the best heard on the Game Gear. Graphically, *Streets of Rage 2* looks fantastic. The colors and moves are extra hot.

It's time to knock some heads and clear out the gangs again. Street cleaning, anyone?



As you confront the whip-wielding witches, stay well back and make all your attacks airborne kicks to the head.



One of the most popular moves is Skate's head-pounding Migraine. To accomplish this, get behind an enemy close enough to hold, wait a half second then press Button 1.



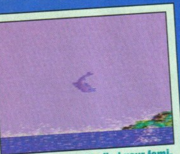
The nasties in the yellow raincoats spend lots of time trying a sliding undercut. Avoid the undercuts, then kick and throw.

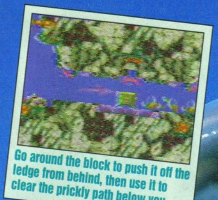


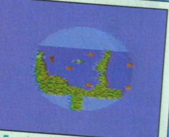
Each character has a special move that can be done by pressing the D-Button Up, then Down and pressing Button 1.

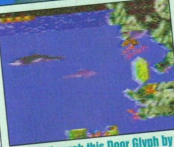
Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

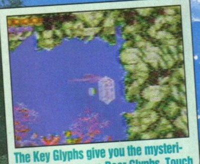
ECCO THE DOLPHIN™


To start your quest to find your family, leap toward the sky, using all your power.


Go around the block to push it off the ledge from behind, then use it to clear the prickly path below you.


Use Ecco's sonar to find your location in the levels. To see the map, press the Start Button until the sonar wave bounces back.


To pass through this Door Glyph by the Orca, you must first find the Key Glyph.


The Key Glyphs give you the mysterious power to move Door Glyphs. Touch the Key Glyphs with your nose and wait for the energy to transfer to you.


When your energy is waning, charge into a school of fish for a quick snack, replenishing your energy meter.


Button 2 makes Ecco swim. Press Button 1 while holding Button 2 to jump Ecco over barriers.


You must swim very slowly to sneak past the octopus.

OVERVIEW

***Ecco the Dolphin* swims across the Game Gear screen with the same smooth, realistic movement, beautiful backgrounds and entrancing music that turned you on to the previous versions. Based on the same storyline of the popular Sega CD and Genesis versions, *Ecco the Dolphin* Game Gear has crisp graphics and an excellent player interface. Ecco is easy to guide whether charging killer sharks or jumping gracefully over a land barrier. With 17 complex levels, *Ecco the Dolphin* is ideal for those who want to solve the mystery of the deep.**

Ecco's pod has been swept away in a mysterious storm. Alone, the young bottlenose dolphin begins a journey across the seas that takes him from the deepest parts of the ocean to lost cities under the sea. Ecco's adventure begins in Home Bay, where the vortex swoops his family away, and takes him through Open Ocean and Deep Water to the City of Forever. Finally, he heads into The Tube and The Machine, where his quest... or his life... is soon to end.

Ecco defends himself by charging his attackers. Button 1 executes the charge. Button 2 is Ecco's swim button. You can also use sonar to pinpoint your location, talk to other mammals of the sea and gather information from the glyphs throughout the levels. Hold the Start Button until Ecco's sonar wave bounces back. You will see a map of the surrounding area. The map is a critical tool to survival. Without it, you won't be able to locate underwater air pockets for breathing; find hidden passages, feeder fish and glyphs; and avoid enemies.

Ecco the Dolphin on the Game Gear is a real treat. This game pushes the technical limits of the Game Gear. Add to that first-rate game play and a very popular subject (who doesn't love dolphins?) and you've got a winner.

SURF NINJAS

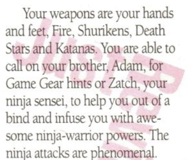
OVERVIEW

Kick your way from the shores of California to the distant island of Patu San in *Surf Ninjas* by Sega. This action title follows the storyline of the movie of the same name (see Behind the Scenes on page 60 for the Hollywood connection). Avenge the deaths of your parents and save your stepfather in this wicked, awesome, platform mash and bash. Fight's up, dude.



Extremely mellow surfing brothers Johnny and Adam McQuinn have learned that it's good news/bad news time. They find out that they are the last of a royal bloodline of the warrior kings of Patu San. Cool. The bogus news is that the slimeball who murdered Johnny and Adam's parents wants to assassinate the brothers to keep them from their rightful thrones. The deal is that the bad-guy — Colonel Chi — has kidnapped their stepfather to lure them to Patu San... and their deaths.

As Johnny, you'll fight your way through eight levels of extreme mayhem on your way to Colonel Chi's Fortress of Sri Wai.



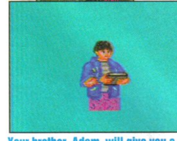
Your weapons are your hands and feet, Fire, Shurikens, Death Stars and Katanas. You are able to call on your brother, Adam, for Game Gear hints or Zatch, your ninja sensei, to help you out of a bind and infuse you with awesome ninja-warrior powers. The ninja attacks are phenomenal.

When you push the Start Button you will go to a Status/Selection screen. Here you ask Adam for a hint, choose your weapon, use treasure and buy necessities like extra lives. The graphics are vibrant and the sounds great, especially with stereo-headphones attached. *Surf Ninjas* is a blast. The battle rages!



Against the first boss, Captain Ming, switch between high and low kicks to get him quickly. The high and low kicks are executed by pressing either Up or Down on the D-Button and Button 1.

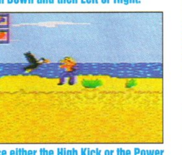




Your brother, Adam, will give you a hint when you need it.



When fighting the ninjas on Venice Beach, try a roll and low kick combo. Roll by pressing your D-Button Down and then Left or Right.



Use either the High Kick or the Power Punch against flying creatures.

You can go to the Purchase screen by hitting Start. Use your gold wisely.



This Yin/Yang symbol increases your Reflex meter.



To get to higher areas use the Double Spin Jump. This maneuver is done by choosing the direction you wish to go on your D-Button and hitting Button 2 twice quickly. The longer you hold down Button 2 on the second mash, the higher and farther you'll jump.



Do a Jumping High Kick by pressing Button 2, then D-Button Up and Button 1 simultaneously.



Try the Power Punch by having your enemy at arm's length, jumping in his direction and pressing Button 1 in mid-air.



SEGA™

SEGA GENESIS 16-BIT CARTRIDGE

Season Ticket to the NFL!

TECMO SUPER BOWL™

CHOOSE YOUR TEAM FROM THE 28 NFL TEAMS CAN YOU GET TO THE SUPER BOWL?

TECMO®

COMING SOON!

Tecmo Super Bowl for the Sega Genesis System is coming this football season to most video game retail stores. Please contact your favorite video game store for the exact date and your personal game reservation.

DIVE OVER THE TOP FOR TOUCH DOWN!

NEW TOUCH BACK FEATURE!

QB SACK!

COME RAIN, SNOW OR SHINE . . .

NEW UPDATED ROSTER!





In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.

*SOME PICTURES MAY BE SIMULATION.

TECMO® SPORTS™

TECMO® 16 Bit SPORTS™



When Surf Ninjas for Game Gear is released this August, you might find yourself wondering which came first, Surf Ninjas The Game, or Surf Ninjas The Movie. The answer may surprise you, because Surf Ninjas is the very first video game to be developed in conjunction with the filming of a movie. And because they were developed together, each one influenced the other.

New Line Cinema's Surf Ninjas brings a whole new dimension to the connection between Hollywood and video games, and the results are an action-packed comedy adventure. To understand how the game became such an integral part of the movie (and vice versa) let's take a look behind the scenes:

TAKE 1: The Movie

Johnny and Adam McQuinn are two young brothers living in the beach town of Venice, California. Their carefree days are spent surfing and playing games on their Game Gear. One day, however, their lifestyle changes radically, when they discover that they are heirs to the throne of Patu San, a small South Pacific island kingdom. They take off for the island, where they are confronted by the evil tyrant, Colonel Chi. The ruthless Colonel is determined to prevent them from claiming their throne.

With the Colonel's vicious Ninja Death Squad in pursuit, the boys learn to defend themselves while fighting for the throne. One brother develops powerful martial arts skills, while the other is able to see the future in his Sega Game Gear. The movie has some hilarious moments we won't ruin for you here, though one thing is certain: Through caves and jungles to the fortress of the evil Colonel Chi, this adventure is non-stop action.

New Line Cinema's Surf Ninjas, a martial arts, action-adventure comedy, is directed by Neal Israel (Bachelor Party) and produced by Evzen Kolar (Bat 21, Double Impact). It stars Ernie Reyes, Jr. (Johnny McQuinn), Nicholas Cowan (Adam McQuinn), Leslie Nielsen (Colonel Chi), Rob Schneider (Iggy), Tone Loc (Lt. Spence), Ernie Reyes, Sr. (Zatch), and John Karlen (the stepfather).

TAKE 2: Sega Visions Speaks With the Movie's Producer – Evzen Kolar

SV: How did Sega of America, or more specifically Sega Game Gear, become such an important part of the film?

EK: The screen play was originally written about two young boys – approximately 12 and 16 years of age. The older one would develop his skills as a ninja warrior and regain his throne as ruler of a Pacific Island. We wanted to make sure that the younger one would be just as exciting a character as the older one, so we made him a visionary – a 'seer' of the future. But we wanted his magical power to be funny at the same time so that it would appeal to kids his own age. Knowing that video games play such a big part of the lives of young kids today, we incorporated a hand-held system which Adam could use to foresee the future.

SV: Did you look at other portable video game systems?

EK: My son owns both a Sega Game Gear and a Sega Genesis and the writer's sons also own both Sega systems. So even though we were more familiar with the Game Gear, we looked at both Game Boy and Game Gear. Game Boy's screen is too small, it's a black-and-white system and the clarity of the graphics isn't good enough for what we needed. Because the hand-held video game system plays such an important part in the film, we thought the Sega Game Gear would fit better into the storyline. The Game Gear is visually more attractive, it has a bigger screen, clearer graphics AND it's a color system. For the purpose of our film, we needed to be able to photograph the portable video game screen directly with our cameras. So clarity and size were very important issues.

SV: When did you start filming and where?

EK: We started filming in April 1992 and we finished in July 1992. We filmed all over Thailand and parts of Hawaii.

SV: What was most exciting part of the filming of this movie?

EK: The filmed locations included the Wat Phra That

Haripuchai, one of northern Thailand's most sacred temples. It was founded in 1033 and was built on the site of the former royal palace. Locks of the Buddha's hair are said to be buried under the Min temple. It was the first time a motion picture crew was ever allowed to film on the temple grounds. That was very exciting.

SV: Any comments/thoughts on the final product?
EK: I'm very excited. We're releasing *Surf Ninjas* nationwide in August – up against some anticipated blockbusters. And we're confident about its success! During a special screening where three different age groups viewed *Surf Ninjas* we received an average rating of 97.0, which is an excellent score! The film appeals to both kids and adults. And when we asked them to give us the top three reasons why they liked the movie, here's what they said: 1. Action/fighting/martial arts; 2. comedy/humor; 3. Sega.

TAKE 3: SV Speaks With the Game's Producer – Carl Mey

SV: How did you get involved with this project?

CM: I was sent a script from our Licensing Dept. asking me to review it and make comments on the possibility of developing a game in conjunction with the movie. As I read the script and saw that the hand-held video game would play such a big part in the movie, I thought what a great opportunity to develop a game with the same storyline. But the best part of the deal would be the opportunity to participate in creating the sequences of the movie that show the game.

SV: What did you enjoy most about the project?
CM: When Sega accepted the idea and agreed to participate not only in the movie but also in developing a game based on the storyline. Evzen Kolar mentioned that Sega was a very well-known name and that our newly-found relationship would be a really big deal. I was excited to learn that New Line Cinema was just as interested in getting to know the video game industry as we were in getting to know the film industry. It's like two separate ends of the same entertainment industry coming together and making an explosive reaction. It was a great opportunity for both of us to learn from each other.

SV: Did you have any input in the use of Game Gear and what would be shown on the screen?
CM: Definitely. Since the Game Gear's role in the movie had not yet been defined, the actual 'action scenes' seen on a Game Gear unit had to be specially created. I worked very closely with NuFx, (the developer of the game) and together we created storyboards sequencing the game segments that would be shown in the film. New Line Cinema sent us footage from the film which gave us the direction we needed to modify the game sequences. We created individual cartridges for each sequence. We color - tested each sequence and adjusted the carts for better visibility. Then New Line Cinema shot the game footage directly from the Game Gear System – it was not superimposed! In fact, they were so impressed with the clarity of the Game Gear footage that they actually increased the number of scenes featuring Game Gear and the amount of game footage than was originally scripted. What great exposure!

SV: What is your overall feeling about the development of this game?
CM: Well, I'm really happy with the way the game developed. Everything went smoothly and the timing was incredible. This was the first time that we were able to develop a game in conjunction with the filming of a movie, and we did it in less than ten months. That's because all of us involved in the project were very dedicated. Usually it takes a year or more to develop a game.

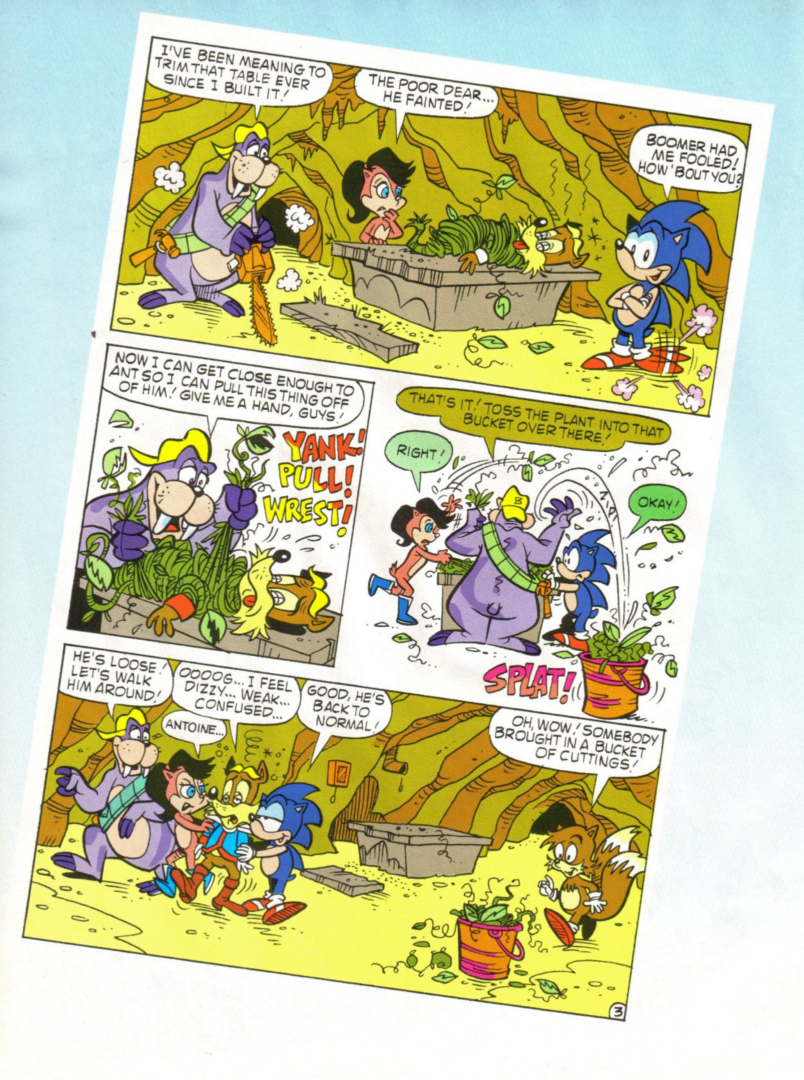
SV: What are your comments about the finished product?
CM: I'm really excited. The game tested extremely well. The reactions from focus groups were very positive – comments centered on the great graphics, the wide variety of special fighting moves, the large number of enemies and the fact that they grow increasingly harder to beat with each level, and the level of challenge. In this game you need to think strategically through every level. For example, you pick up Gold Coins and YOU decide how to spend your money. If you don't spend it on the right thing, you'll never finish the game.

SV: Do you have any tips for our readers?
CM: Yeah. Get the weapons of Kwantzu!




CONTINUING OUR EXCITING SONIC COMIC FEATURE FROM THE LAST ISSUE!
SONIC THE HEDGEHOG
in
MEET ME AT THE CORNER OF HEDGEHOG & VINE!
PART II
NEVER DESERTS A FRIEND IN NEED! BUT SINCE THERE'S NONE AROUND RIGHT NOW, I MIGHT AS WELL HELP YOU!
GEE... WHAT A BEAUTIFUL SENTIMENT!
TWANG!
A SONIC SPIN! ... BE CAREFUL!
CHILL, 'TWAN!
HURRY, SONIC! THIS WEIRD PLANT IS ALL OVER THE PLACE!
HIYA, TOOTS!
SLICE
1


OKAY, I'VE GOT THE ANT-MAN! LET'S GET HIM BACK TO KNOTHOLE!
YES... AND QUICKLY BEFORE THESE PLANTS FOLLOW US DOWN!
SWOT!
OOFAH!
SLAM!
OUCH!
SOON:
BOOMER! YOU'VE GOT TO HELP US GET ANTOINE FREE OF THIS BIZARRE VINE HE'S WRAPPED UP IN!
OH, IS THAT IT? I THOUGHT HE WAS MAKING A RADICAL FASHION STATEMENT!
THIS IS SERIOUS, BIG GUY!
SONIC'S RIGHT! WHATEVER THIS THING IS, IT'S TAKING OVER THE GREAT FOREST!
HMM...
GOOD THING I'VE GOT MY CHAINSAW HANDY!
Shriek!
BWAAA!
2


I'VE BEEN MEANING TO TRIM THAT TABLE EVER SINCE I BUILT IT!
THE POOR DEAR... HE FAINTED!
BOOMER HAD ME FOOLED! HOW 'BOUT YOU?
NOW I CAN GET CLOSE ENOUGH TO ANT SO I CAN PULL THIS THING OFF OF HIM! GIVE ME A HAND, GUYS!
YANK! PULL! WREST!
THAT'S IT! TOSS THE PLANT INTO THAT BUCKET OVER THERE!
RIGHT!
OKAY!
SPLAT!
HE'S LOOSE! LET'S WALK HIM AROUND!
OOOOG... I FEEL DIZZY... WEAK... CONFUSED...
ANTOINE...
GOOD, HE'S BACK TO NORMAL!
OH, WOW! SOMEBODY BROUGHT IN A BUCKET OF CUTTINGS!
3



BUT THEY'RE SO DRY! I'LL GIVE THEM A SOAKING!
TAILS!...NO!
SPLOSH!
EGAD! HE WATERED THAT THING!
NOW THAT IT'S NOURISHED, IT'LL GROW LIKE MAD!
SOON, IT'LL BE ALL OVER KNOTHOLE!
HERE WE GO AGAIN!
HMF! CATCH ME DOING A FAVOR FOR THEM AGAIN!
RUMBLE...
4



Defeat all the enemy ninjas and continue left until you reach the phone booths. Ask Adam for clues here.

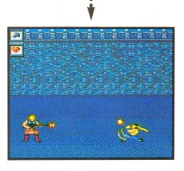




Stand on top of the plaque after you've defeated all the ninjas, and ask Adam for a hint. He may give you clues leading to the family treasures.



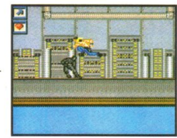
To beat the enemy ninjas here, move to the right and jump off the ledge to the next full statue. Ask Adam for a hint.





Your only defense against Colonel Chi's gun is the Weapon of Kwantsu.



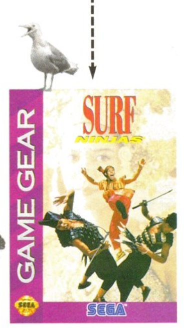


Find this secret level and look for power-ups, special weapons, an extra life, and gold coins. You also might find a shortcut to finishing the level.



Based on the movie of the same name, Surf Ninjas is perhaps the most intense, action-packed martial arts game ever. See into the future. Fight ninja death squads. Liberate your South Pacific homeland from the evil Colonel Chi. Gnarly.

Hey gang, do you mind? You're, like, totally gettin' sand in our weenies!





VizKidz!

You asked for it! Now it's yours! Your very own section in Sega Visions. Can't make it all the way through Teenage Mutant Ninja Turtles: The Hyperstone Heist? Maybe it's because you need the fab four's special attack moves. VizKidz! gives you the scoop on the button combinations so you can play the games you love faster, better and smarter.

We also give you the passwords and stage-select codes to tricky games like Tiny Toon Adventures: Buster's Hidden Treasure and Sonic 2 (Game Gear). Share 'em with your friends! Pretty soon they'll be VizKidz! too.

You'll find it all in VizKidz!: passwords, super hot hints and tips, reviews and sneak peeks of games we know you'll love, profiles of your favorite video-game characters, and answers to the questions you're dying to know. You say you've been sending in really cool envelope art but it never makes the Hot Envelope Art pages in "Yo Sega!"? Send it to VizKidz! where you can go one-on-one with other kids! Check out the envelope art we've included and see whether you can make the creative cut.

What more could a cool gamer kid want? You tell us! Let us know what you want to see in VizKidz!. This is your special section!

Genesis



Teenage Mutant Ninja Turtles: The Hyperstone Heist

Teenage Mutant Ninja Turtles: The Hyperstone Heist is a screamin' two-player game that stars the wise-crackin', pizza-chompin' Turtles in a battle to save New York City from Shredder. Master the Turtles' martial arts weapons, special power techniques and Death Attack moves, and Shredder's name will soon be Shredded!

COOL CODES

Stage-Select Code

At the Konami logo, press: C B B A A A B C

Next, at the title screen, press: A B B C C C B A A

Then press Start and you can select the stage you want to play.

HOT HINTS

Remember to switch Turtles during play and use the Pizza power-ups to replenish the energy of the weakest Turtle.



Hold Button C, then press Button B and Button A for the patented Sliding Kick move.



Press Buttons A and B at the same time and Mike executes his Deadly Attack move, the Kamikaze Attack.



The Mondo Body Slam does double damage, but only works on Foot Soldiers. First, cause him some damage, then close on in him from the side. Press Button A and he'll flip out!



The Flying Kick is crushing to enemies. Hold Button C, then press Buttons A and B to take out everything and everybody.



Tiny Toon Adventures: Buster's Hidden Treasure

Buster goes turbo in Tiny Toon Adventures: Buster's Hidden Treasure, a fast-moving adventure from Konami that stars all your favorite characters from the Tiny Toons TV cartoon series. The hip-hoppin' Buster has some cool moves for a bunny dude with an attitude. Try 'em all out so you can beat Montana Max and his gang to the hidden treasure... and rescue Babs, Fifi and Shirley the Loon.

PASSWORDS!

Forest Stage:

NMKD LDLD DLGD DDLL LDVD

VBWG DLLD DDBD LDLL DLMP

YRBD LLLL DLKL LLDL DLND

BMBG OLLL LLBD DLDD DLTG

What? You want more? Okay...

Desert Stage:

YBBW HGDL LDBW HLDD DDDG

JRBQ HYLD DLBW HGDD LLDM

XHBQ HXLL DDBW HYLD DLDP

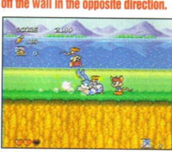
GHBQ HXGD DDBQ HXLL LDGN

HOT HINTS

Remember where hearts are located so you can go back and get 'em when you need to restore your energy.



You've got to master Buster's super jump to get out of tight places. When Buster is facing a wall, press and hold the D-Button Toward the wall, then press the Jump Button. As soon as Buster's feet touch the wall, press the Jump Button again (keep holding the D-Button Toward). Buster will ricochet off the wall in the opposite direction.



Nothing withstands the Buster body-slam! Do this bad-guy bustin' move by holding the D-Button Right or Left until Buster goes turbo, then pressing Button B.



Find the target hidden in Stage 3 North and Buster gets a free trip to Wackyland!

World of Illusion Starring Mickey Mouse & Donald Duck

If you're a kid who loves magic, mystery, special powers and secret messages, check out World of Illusion Starring Mickey Mouse and Donald Duck from Sega. You and a friend can play as Mickey and Donald in a magical adventure that begins when they become trapped in a magic box that transports them to the Magic Master's world. Their quest to return home takes them through five levels until their final duel with the Magic Master himself!

PASSWORDS!

Stage 2:

Mickey: K♠, Q♥, K♥, K♦

Donald: K♠, K♦, K♣, Q♠

Mickey and Donald: K♠, K♥, Q♠, K♣

Stage 3:

Mickey: K♥, K♠, K♦, Q♠

Donald: K♣, K♥, Q♥, K♠

Mickey and Donald: K♦, Q♠, K♥, Q♥

HOT HINTS

Remember to play with your backs together so you can guard against enemies from both sides.



Let Mickey crawl through the tight places first. Press the D-Button Down and Button C to squeeze Mickey through. Donald can't make it because of his big tail, so Mickey has to help him. Move Mickey close in, then press Button A.



Move it! Take turns pressing the D-Button Down to make the mining car move... and move fast! Watch out for falling rocks and low-hanging beams.



Go to the edge of the platform you're standing on, then press Button A. Mickey will lower a rope to pull Donald up.



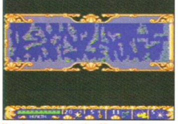


Ariel, Disney's The Little Mermaid

Ariel, Disney's The Little Mermaid has the whole undersea bunch from the movie you love, including Ariel, Triton, Sebastian, Flounder, Scuttle and Ursula, the evil Sea Witch. You can play either as Ariel or as Triton and go head-to-head against Ursula. But first you have to fight through four maze-like levels of undersea creatures under Ursula's wicked spell.

HOT HINTS

Shoot at all the Clams. Some of them have Pearls which earn you bonus points to spend at Scuttle's store.



You have to free the Merpeople before you can go to the next level. To find them, press the Start Button during play to see a map showing where Ursula has them hidden.



The Lava Monster's weak spot is his head. Hit him with your special weapon about 18 times. The bosses are not hard to destroy if you keep shooting them.

Find Scuttle to go shopping at Scuttle's store. Here you can buy more Fish Friends, lives, ammo, energy and keys to open treasure chests.



Press Button C to call Sebastian to get rid of the small sharks. Then shoot the big shark about 24 times with the normal weapon, less with the special weapon.



Sonic the Hedgehog 2

Blue blazes! Didya know Sonic 2 on the Game Gear is an all-new adventure for our boy in blue? In Sonic 2 , you get Sonic's Super Spin Attack as he unleashes it on Robotnik's Master Robots, including the powerful Silver Sonic. This all-new adventure has the fast-moving fun Sonic is famous for!

COOL CODES

Zone-Select Code

Don't zone out if you're stuck! Try this handy Zone-Select Code to unstick yourself!

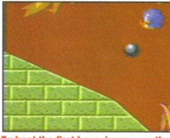
At the Sega logo screen, press and hold the D-Button Down/Left, Button 1 and Button 2 simultaneously. Hold until the title screen appears and Tails blinks. On Tails' third blink, press Start when his eye is shut. You'll hear a chime if you've done this correctly.

HOT HINTS

Collect all the men, lives and 1-ups you can in the early levels. Even if you have the max of nine, you can still collect more.



The first Chaos Emerald is in the upper right corner of Underground Zone 2. Collect it, then drop to the left off the ledge. When you're falling, hold the D-Button Right and you'll find the exit.



To beat the first boss, jump over the boulders or run under them to let them hit the boss.



Press Buttons 1 and 2 to unleash Sonic's Super Spin Attack.



Land of Illusion Starring Mickey Mouse

Land of Illusion Starring Mickey Mouse from Sega is a giant 15-stage game that pits Mickey against an evil Phantom who has stolen a magic crystal. Land of Illusion is chock full of secret passageways, magic spells and more meanies than you can keep track of. Don't worry, you'll be moving through this game too fast to stop and count!

HOT HINTS

Try to pick up, move or open everything: blocks, treasure chests, springs, lamps, barrels and keys.

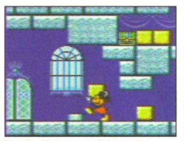


Avoid the Dragon Boss' fireballs. Hit him three times to transform him back into a peaceful critter.



The blocks will slow you down, so toss and run, toss and run!

CHECK IT OUT!



Use the Key as a weight on the switches to control the walls.

Sneak Peek



Earthling Panic on Funkotron

ToeJam and Earl's hot new adventure sequel from Sega is a real Panic on Funkotron. And is it ever! Just when the funky space aliens ToeJam and Earl make it safely home to Funkotron, their alien misadventures begin again! But this time it's the Earthlings who are out of this world... on Funkotron! ToeJam and Earl's new adventure on the Genesis is due out around Christmas. In the meantime, grab an exclusive first look at the game in the Sneak Peeks section.



ToeJam and Earl have to rid Funkotron of the pesky alien invaders – the Earthlings!

Write To Us — We Love the Attention!
Sega Visions VizKidz!
P.O. Box 3899
Redwood City, CA 94064

I Know That Voice!

Listen up in September to the new ABC cartoon series "Sonic the Hedgehog" that will be airing on Saturday mornings. Especially, listen closely to Sonic's cartoon voice. It's a voice you should recognize if you watch "Family Matters" on Friday nights!

If You Could Have Three Wishes...

...would one of them be to have somebody design an *Aladdin* video game? No need to waste a wish, then: It's already coming true! And the really exciting part is that *Aladdin* the video game will be released before the Christmas season... so you don't have to waste another wish to get it. Just put it on your Christmas list!

Aladdin is going to be an extremely cool game – so cool it took three entertainment giants to develop it! Sega teamed up with Disney and Virgin Games to make a video game that looks just like the movie. (We should know – we've already played it!) Disney's film animators created much of the artwork so Aladdin and the other characters look and move much like they did in the movie. Virgin Games used a new development technology to make *Aladdin* a big, action-packed game loaded with fast and complex game play.

Make sure there's room in your Christmas stocking for *Aladdin*!

Sonic Goes Tubular?

Set your TV remotes for a super Sonic boom in September when Sonic the Hedgehog blasts into your home six days a week. Look for the blue streak on Saturday mornings with "Sonic the Hedgehog," the ABC network cartoon. Then tune your remotes for "The Adventures of Sonic the Hedgehog," a syndicated cartoon show that pals Sonic with Tails in all-new adventures against Dr. Robotnik. Has Sonic gone totally tubular?

Budding Artist at Work

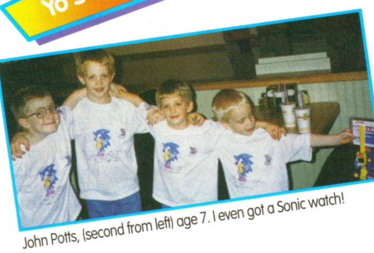
Keep your brother or sister from coloring all over your bedroom walls with the new *My Paint* game from Saddleback Graphics. Check out the two-page review of this great game in the Sega CD section.

Yo Sega!

Yo Sega!

We wanted to show you "Charlie's Super Sonic Birthday party." We even had a Sonic cake (except nobody ate Sonic). My mom made T-shirts with Sonic and Tails on the pocket for us and our two friends. We wear our Sonic shirts all the time!
Yo Sega!

Your friends,
Charlie and John Potts



John Potts, (second from left) age 7. I even got a Sonic watch!



Charlie Potts, age 5.
Me and my Sonic cake!



Shawn Modarresi, Mountain View, CA

SEGA SPORTS™

Sega's All-New, All-Star Sports Brand Line-Up

Are you a sports fanatic waiting for something new...tired of generic sports title clones...wishing you could play the real teams and the real players...at their own games? We have big news for you. Real big news. Get ready for Sega Sports™, the all-new, all-star line-up of action-packed Sega sports games for the Sega CD, Genesis and Game Gear.

In order to give you the most realistic sports video gaming ever, Sega has accquired the rights to use the names, likenesses and logos of the top baseball, basketball and football teams and players in the nation. And Sega has worked with the biggest stars to create sports games that put you on the gridiron...behind the plate and on the mound...at center court or center ice or the center of the ring...for action, realism and fun that is at The Next Level.

Under the new Sega Sports™ brand, you'll get challenging game play in the most popular sports. Over the next year, Sega will roll out Sega Sports™ titles of professional and college football, baseball, professional and college basketball, hockey, both Formula 1 and Nascar racing, golf, tennis, soccer, boxing and wrestling. Look for Sega brand games carrying the Sega Sports™ brand to be sure you are getting the best real sports games around.

Sega's Pro-Staff

Think all video games are designed by techies hanging out in multimedia studios? Guess again. Here are just a few of the world-class sports stars who work closely with Sega to create the most realistic sports games ever to impact a game system.

- **Joe Montana**
- **David Robinson**
- **Evander Holyfield**
- **Mario Lemieux**
- **Fred Couples**

Sega Sports™ CD

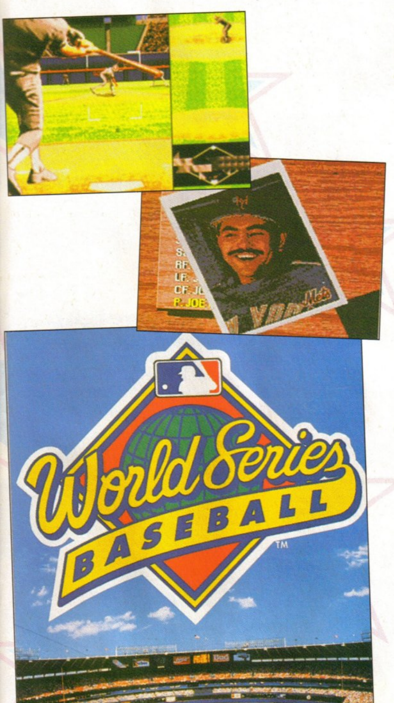
Joe Montana's NFL Football





First previewed in *Sega Visions*, this hot sports CD is the first CD-based football title. Using all the Sega CD's 3-D scaling and zoom capabilities, you are down on the field with Montana himself for 360-degree spins and diving catches. *Joe Montana's NFL Football* gives you all 28 NFL teams in Exhibition, Season, Playoff and Super Bowl modes. Digitized sound gives you the crunch of the pads and the roar of the crowd. You also have the option to turn off the music and play football like it's heard on the field. Multiple camera angles, a diverse playbook and video tips from Joe himself round out this disk as the most realistic football simulation available in any CD format.

World Series Baseball

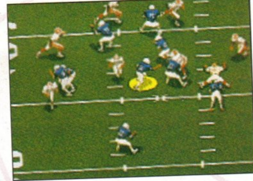


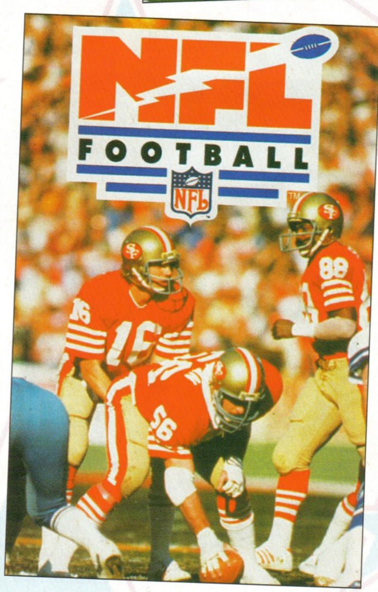
Sega CD owners will want to take note of this title, the first CD baseball game and the only title to feature both the Major League Baseball and the Major League Baseball Players' Association licenses. What you get is all 28 Major League Baseball teams complete with the players, their likenesses, statistics and even digitized player animations taken from eight camera angles. Sega has even filmed all 28 Major League ball parks and reproduced them in the game...in full detail. Scaling and zoom give you diamond-level play with diving catches and head-first slides, outta-the-park homers and the finest baseball action available anywhere.

Sega Sports™ Genesis

NFL Football '94 Starring Joe Montana

Based on the best-selling *NFL '93*, *NFL Football '94 Starring Joe Montana* is the biggest, best 16-meg Genesis gridiron battle yet. Sega has upgraded its predecessor with all 28 pro teams with real NFL names and logos and all the stars of the NFLPA. The game features four field views, including an all-new "Behind-the-Quarterback View" that lets you play from the quarterback's perspective. The interface has been specially developed to be hyper-responsive for the ultimate in control. You even get a battery backup to keep your stats and standings for the whole season.





SEGA SPORTS

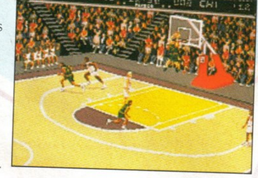
World Series Baseball

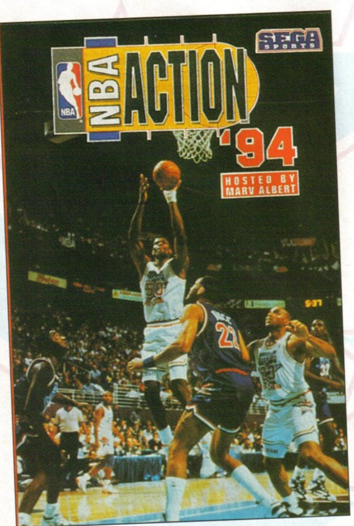
Welcome to the only Genesis baseball title ever to carry the Major League Baseball and Major League Baseball Players' Association licenses. *World Series Baseball* features an exclusive "In-The-Batter's Box" view that gives you a never-before-seen perspective of the game. All 28 Major League teams...and all 700 players...are included in this giant, action-packed cart. You can compete in either league or fantasy play up to the World Series. A super-sound Sports Talk soundtrack has been added to give you realistic, emotion-filled color commentary. With battery backup to track your stats, *World Series Baseball* is serious fun.



NBA Action '94 Hosted by Marv Albert

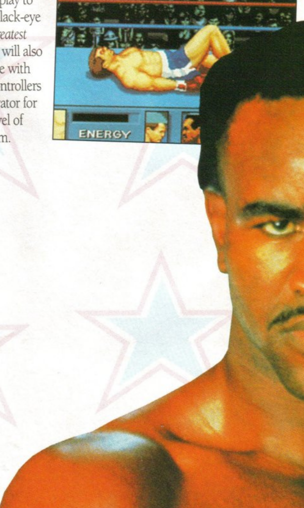
Carrying the official National Basketball Association license and hosted by Marv Albert, the "golden voice of the NBA," this is basketball at its state-of-the-art best. You get all 27 NBA teams with the players, team logos and stats, with digitized player graphics for tomahawk jams, back door passes and cross-over dribbles. Challenge your hoop skills in five game modes: NBA Exhibition, Season, All-Star Game, Playoff and Championship modes. The game also has a battery backup to save your season and stats.





Greatest Heavyweights

Lace up your gloves and enter the ring with boxing's greatest heavyweights of all time. This tournament allows you to fight as Muhammad Ali, Evander Holyfield, Joe Louis, Jack Dempsey, Joe Frazier, Larry Holmes or Rocky Marciano. Digitized player images move, jab and punch just like their real-life counterparts. Bouts are scored by a three-judge panel. You can use slow motion, stop action and replay to relive those black-eye moments. *Greatest Heavyweights* will also be compatible with six-button controllers and the Activator for The Next Level of boxing realism.



Sega Sports™ Game Gear

NFL Football Starring Joe Montana

This hot quarterbackin' portable is a sequel to *Joe Montana Football*, the greatest-selling Game Gear sports title ever. Like its Genesis and Sega CD big brothers, *NFL Football Starring Joe Montana* has the NFL and National Football League Players Association licenses, so you get the real teams and the real players in their actual conferences. The playbooks are virtually the same, with calls and action as good as you can get on a Game Gear. And it's Gear-to-Gear compatible so you can play against the computer or against a friend. This is portable football at its finest.

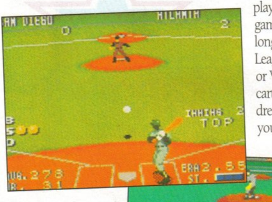
NBA Action Starring David Robinson

Working with world-famous NBA center David Robinson, Sega has developed this Gear-to-Gear compatible basketball portable to play like the big guys. Modes include League Playoffs, All-Star and Championship games. Featuring other NBA superstars and all 27 NBA teams under the National Basketball Association license, *NBA Action Starring David Robinson* is five-on-five solid hoop action...on the go.



World Series Baseball

World Series Baseball is a sequel to last year's big hit *The Majors: Pro Baseball*. This time, Sega has managed to take a Game Gear cart and cram it with all 28 Major League teams, a 162-game season and...get this...all 700 Major League players. Because it carries the Major League Baseball and Players' Association licenses, creating your own superstar line-ups is easy. Play against the computer or Gear-to-Gear with a friend. Try your favorite players in an All-Star game, or go for the long haul with the League Championship or World Series. This cart is a field of dreams you can fit in your pocket.





Sega Classics

Sega is no newcomer to sports games. A good game stays fun and playable even when compared to "new games." The Sega Classics are no exceptions. You'll find the *Super Monaco GP, Joe Montana Football II, Arnold Palmer Golf* and *World Championship Soccer* package under the Sega Classics logo. These are four oldies but goodies you won't want to pass up.

SPORTS

Sports games are on fire! Ask anyone what the hottest three games are and their list will include a sports title. The quality of the games, the same spectacular intensity you feel when watching a live sport, the use of REAL TEAMS and REAL PLAYERS, and even more, the interactive quality of two- or more player games, all have made sports the top-selling video game category in the nation.

You have an eye on sports games. That's why *Sega Visions* is introducing the Sports Playbook section. Read the Sports Playbook in every issue of *Sega Visions* to learn what's hot in the sports game scene. Interested in a particular sport? Take a peek at the relevant section and see what titles appeal to you most.

The news is that sports gaming just keeps getting better. The games are getting closer and closer to the "real thing," and you'll notice that most of the game publishers are jumping on the sports bandwagon. All this is good news for you. No matter what type of sport suits you, you'll find something in the Sports Playbook that will make your adrenaline flow.



Tony LaRussa Baseball

This game will let you play ball at any level you wish. Want to just choose a team and have a quick game with a friend and no real decision-making involved? Done. Want to be a real manager and make all the decisions that a major league manager would have to make, including warming up pitchers for relief? Done. Simulate a 162-game season with 500 real major leaguers and their 1992 stats. With great new digitized pitcher and batter animations, this one's a scorcher.

- **Compile player statistics and save team standings for the year**
- **Watch, manage or take full control and play every game of the season**
- **Match wits with Tony LaRussa**

Produced by EA Sports

World Series Baseball

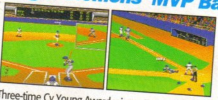
The only baseball game for the Genesis with all the major league teams and all the major league players. This one has it all: 28 teams, 700 Majors players, real stadiums and spectacular digitized animations that have you batting, throwing and running like the pros. An all-new "In-the-Batters-Box" view puts you right on top of the field. The new, improved "Sports Talk" play-by-play commentary keeps pace with the furious action and a battery backup stores your season stats.

- **Play the real All-Star Game, League Championship Series and World Series**
- **One or two players**
- **Play in the actual stadiums**

Produced by Sega Sports

Playbook

Roger Clemens' MVP Baseball



Three-time Cy Young Award winner Roger Clemens brings you super baseball for the Genesis. With TV-style commentators, user-controlled leading and base stealing and a great over-the-shoulder fielding perspective, this is a solid baseball title. You can see all your plays at the base in full close-up and play a full season of league action. Good player control and roster selection rounds out a hot beanball cart.

- Password save
- Exhibition or regular season play
- 8-meg game

Produced by Flying Edge



R.B.I. '93 Baseball





With nearly 700 real Major League Baseball players from all 28 professional rosters, including Colorado and Florida, this cart delivers serious baseball for diehard fans. You can keep your rosters current with a Create Team Option and even make your own trades. A new option is the ability to replay classic baseball moments with the Game Breakers module. Keep your defense on manual or try the two different levels of computer-assisted defense. Either way this one's a real ball.

- Additional features like the Home Run Derby and Fielding Practice
- Individual player performance stats
- Real, fully detailed home stadiums for all 28 clubs

Produced by Tengen

Sports Talk Baseball







The first live play-by-play baseball game with all the Major League Baseball player names and stats, this cart really catches the attention of the baseball gamer.

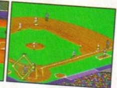
"Here's the three-two pitch. Ball Four. This is trouble!" The live announcer adds serious zest to a great baseball cart. Play regular season, exhibition and pennant race with all the players – Canseco, Puckett, Bonds and Ryan – the greats of baseball are yours to choose.

- 500 pro players
- Stage your own All-Star game
- For one or two players

Produced by Sega

Hardball 3





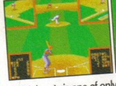


With Al Michaels announcing and all the action and color of big league baseball, this cart is a good choice for serious baseball fans. You get 16 megs with 26 authentic ball parks, a 162-game season including the series and an all-star game. You can design and edit two teams with a bud for anytime play, logos and all. Accurate stats are updated and stored for the entire season. As an additional feature for a true slugfest – the bats can be corked for extra blast.

- VCR-like instant replays
- Home Run Derby
- Password save

Produced by Accolade

Cal Ripken Jr. Baseball







Cal Ripken Jr. is one of only 20 players in Major League Baseball history to be named M.V.P. twice. His love of the game shows in this baseball cart. Choose your home field – domed, outdoor or one tailored to power hitters. Play on natural grass or artificial turf and get realistic game play effects. This game has realistic-looking players and realistic baseball play.

- Watch close-ups and cutaway camera angles
- Home Run Derby
- Two all-star teams

Produced by Mindscape



John Madden Football '93





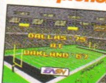


The latest edition in the best-selling Madden series features 30-plus pro teams, including the eight all-time greatest, player stats from both sides of the line, and plays like no huddle and QB stop clock. Plenty of new player animations, like clothesline tackles and player taunting. Add John Madden's real voice to the mix with solid color commentary and you'll never turn this one off!

- 28 1992-93 teams
- Battery backup; stats saved throughout playoffs
- Split-screen play calling

Published by EA Sports

John Madden Football Championship Edition







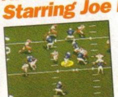
This "rental store only" title has players clamoring for more, with all the features of *Madden '93* except that you play with 38 championship teams as opposed to current teams. The list includes Green Bay '66, Pittsburgh '75, '78, and San Francisco '81, 84, '89. You can even recreate the upset of the century – the 1968 New York vs. Baltimore game.

- Rental-only exclusive
- Test today's teams against past champs
- Pick your favorite real or fantasy team

Published by EA Sports

SPORTS

NFL Football '94 Starring Joe Montana





The Next Level in football gaming – *NFL Football '94* – will arrive this Christmas. Real NFL action will be bigger and better. This one will come with all 1,000+ actual NFL players and their attributes and stats. An all-new "Behind the Quarterback" view will show all your plays in a fantastic from-the-field perspective. A faster, all-new Sports Talk play-by-play will highlight your action. This one will be six-button control pad-compatible.

- 16 megs with battery backup
- Choice of six unique field views
- Improved passing and play-control

Published by Sega Sports

NFL Sports Talk Football '93 Starring Joe Montana

This best-selling Sports Talk title set the industry on fire. Great "real voice" play-by-play, digitized graphics, all the NFL teams and multiple, changeable-on-the-fly field views. Actual NFL Playbook plays using true NFL formations will let you call Quads, White, Shotgun and more. There's even a two-player cooperative mode that will let you pass to a pal for the game-winning TD!

- 12 megs of NFL action with instant replay
- Joe Montana's color commentary and advice
- True NFL Super Bowl play



Published by Sega Sports



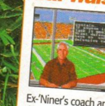
NFL Quarterback Club

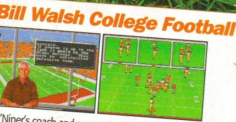
This cart offers realistic NFL football action, starring the NFL's top quarterbacks, including John Elway, Warren Moon and Jim Kelly. *NFL Quarterback Club* incorporates a "quarterback's-eye-view" of the playing field and offers a unique QB Challenge mode where the NFL's top passers go head-to-head against gamers. Quarterbacks can even be switched from team to team so you can decide who the number one signal caller really is!

- All 28 NFL teams
- 16 megs
- New quarterback's-eye-view

Published by Flying Edge

Bill Walsh College Football







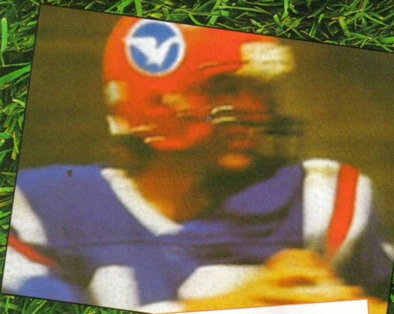
Ex-'Niner's coach and current Stanford coach, Bill Walsh has been actively involved in this new college football title from the outset. He has done his own scouting reports on last year's top 24 teams. You'll get to play against/with 48 of the best teams in college football. A low-perspective, on-field view will put you right in the middle of the action. There's even reverse-angle instant replay.

- Customized audibles and play-call modes for more control
- On-field animations and stadium cams
- You can play as classic teams like Michigan '85 and Nebraska '83

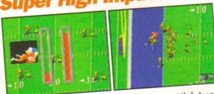
Published by EA Sports

Playbook

SPORTS Playbook



Super High Impact





Straight from the arcade smash-hit, *Super High Impact* steps beyond true football simulations into fantasy-land and takes you to an all-out team brawl. You'll see blasting hits, bone-jarring crunches and a Hit-O-Meter to rate your tackles from "Granny" to "Awesome." This cart is all unnecessary roughness. You can choose from 18 killer teams and over 30 plays. These guys even use chains!

- One-player, two-player or two-player cooperative
- True arcade action
- Turbo-charge option for extra blast

Published by Arena

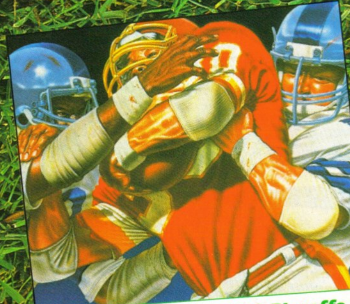
Pro Quarterback



Digitized images of real players highlight *Pro Quarterback*. Developed by Leland Corporation and based on their hit arcade football game, this one has a terrific 3-D field perspective and 26 professional teams. You get to call all the shots from opening kickoff to post-game stats. Plenty of offensive and defensive plays to select from here!

- Stats track each player's performance
- Six different field conditions
- One or two players

Published by Tradewest



Tecmo Super Bowl





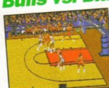


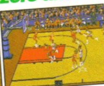
Tecmo Super Bowl has all the real players and 28 actual NFL teams. You can set yourself up in Coach mode (you call the plays) or Tournament Style (arcade). This version has all-new cinema screens and a battery save for game results and team/player stats and data. You'll even get to do player substitutions and create your own pro bowl.

- Three-year schedule (17 weeks each)
- Weekly standings
- Touchbacks

Published by Tecmo

Bulls vs. Blazers and the NBA Playoffs





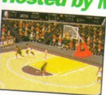


Full-court five-on-five hoops with the real teams, real players and real signature moves from the 1992 NBA Playoffs. All 16 of the NBA's teams are here, plus the East and West All-Star squads. Up-to-the-minute game stats available at any time. Exclusive T-meter™ controls the power and accuracy of your free throws. Substitutions for fatigued players and defensive play calling round out your options. This is a solid basketball title for basketball fans.

- Create your own all-star teams
- Password save for tournament standings
- EA Sports instant replay

Produced by EA Sports

NBA Action '94 Hosted by Marv Albert





This new, hot basketball title will astound you. All 27 actual teams, NBA rosters, with full season and playoff action. Marv Albert, the spectacular voice of the NBA, hosts with color commentary. Full five-on-five season play, all the stats and standings, and amazing real digitized player animations will put every jam, long-range jumper and pass dead-on in your face. *NBA Action '94* is The Next Level in basketball.

- For one or two players
- 16 meg with battery backup
- All real teams and all real players

Produced by Sega Sports

David Robinson's Supreme Court







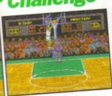
Catch the Admiral's color commentary at the breaks, 24 different shots from jumpers to slams and elbow-pumping fakes in this monster rim-rattling basketball cart. Play three-on-three or full-tilt tournament action. Pick up a terrific squad from a 20-player draw of slam specialists, board crashers and fast-breaking ball thieves. Monster slams, reverse slams, sky-hook slams and pile drivers are just a few of your bucket-burning options.

- One or two players
- Starring David Robinson
- Watch the computer play a game

Produced by Sega

NBA All-Star Challenge







Shoot bricks or slam it on home in this ultimate test of b-ball skills. You have 27 of the NBA's hottest all-stars, with the likes of Dominique Wilkins, Chris Mullin and Patrick Ewing. This cart is a one-on-one fan's dream. Downtown or in the paint, blasting offense and fierce "D" give you plenty to test your basketball mettle. Player stats, real-sounding courtside sound effects and five hot ways to play: One-on-one, Free-throw contest, Three-point shoot-out, H.O.R.S.E. and an NBA All-Star Tournament.

- For one or two players
- Shoot a game of H.O.R.S.E. with a friend
- Three-point shoot-out

Produced by Flying Edge

Team USA Basketball





America's Team caught the public's attention last summer in the Barcelona Olympic Games. A team of that caliber comes along just once in a lifetime. Now you can play with the best in *Team USA Basketball* from EA Sports. All the international rules, 15 international teams and authentic signature moves give you a chance to repeat last summer's Gold Medal. James Naismith's game has come a long way and is here to stay.

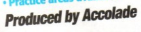
- For one or two players
- Instant replays
- Password saves

Produced by EA Sports

Jack Nicklaus' Power Challenge Golf

When the "Player of the Century" issues a challenge... head for the tee. This cart is what the sport is all about – a test of your guts as well as your game. Includes three Nicklaus-designed golf courses, play for one to four players and digitized golfers, including Jack Nicklaus himself. Regular stroke or Skins Play, plus a five-round tourney challenge. Practice on the putting green or the driving range. Create your own computer opponents, including all their ability settings. This is one hot golf sim.

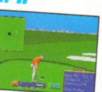
- One to four players
- Stroke or Skins Play, plus a Five-Round Challenge tournament
- Practice areas available



Produced by Accolade

PGA Tour Golf II





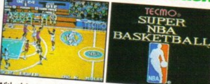


These guys have a pitch – If it's on the tour, it's in the game! They are not just blowing hot air. This golf sim has seven PGA Tour courses, five tournaments, 60 PGA Tour pros, a Skins Challenge, and a Draw and Fade meter for improved ball physics. Multiple camera angles and a unique 3-D putting grid that shows curve, contour and breaks from a tour pro's perspective give you that extra edge. Real PGA Tour pros preview each hole with helpful hints and terrific fly-by views. This one is all game.

- One to four players
- Five Tournaments and Skins Challenge
- Instant replays

Produced by EA Sports

Tecmo Super NBA Basketball

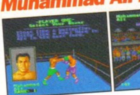


With this terrific basketball cart you are in total control – from the tip-off to the final buzzer, you control the plays, the players, the offense, the defense and the bench. You get all 27 NBA teams, a roster of over 320 real players, full-court five-on-five and tons of star player animation in this hot b-ball game. Play a regular, reduced or short season; either way *Tecmo Super NBA Basketball* is a serious contender.

- Real team and player stats
- Digitized speech and intermission scenes
- Battery backup (season saver)

Produced by Tecmo

Muhammad Ali Boxing





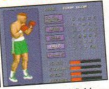
This game has an over-the-shoulder perspective. It's as if you have a camera at the shoulder of the boxer that follows his every movement with full-scrolling action. The controls allow you to make easy blocks, jabs and hooks. The punches have real impact and a feeling of follow-through. Muhammad Ali has always said, "I am the greatest!"

- Fighters' faces updated each round
- For one or two players
- Great over-the-shoulder perspective

Produced by Virgin Games

SPORTS Playbook

Evander Holyfield's "Real Deal" Boxing


Ex-World Heavyweight Champ Evander Holyfield may regain his title yet. In the meantime, regain it for him in the best-selling boxing game on the Sega Genesis. Play as Evander: Jab, uppercut and hook your way to victory! This muscle-filled game will let you create your own challenger. You design his hair, skin color, trunks and training, and take him up through the ranks. Circle in full 360-degree action and put your opponent on the canvas.

- 28 fighters to challenge
- For one or two players
- Set up your fighter's training regimen

Produced by Sega

George Foreman's KO Boxing



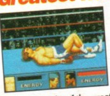


A behind-the-fighter view highlights the action in this punishing boxing title. Big George can take on a roster of 15 heavyweight contenders as you go for the World Championship. Pound your way to the title with a severe "Big George Super Punch" in this terrific one- or two-player cart. Hooks, jabs, uppercuts and all, this one will leave your opponent painfully familiar with the word canvas.

- Damage meter shows every stinging blow
- Computer judge keeps track of the action
- KO a roster of 15 international heavyweights

Produced by Flying Edge

Greatest Heavyweights

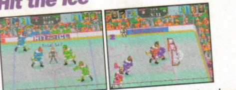



Featuring eight of the greatest champs in an all-time heavyweight tournament to settle once-and-for-all who's "The Greatest." Spectacular new graphics and a three-judge scoring system highlight the action. Fight as Evander Holyfield, Larry Holmes, Rocky Marciano, Joe Louis, Jack Dempsey, Muhammad Ali, Joe Frazier – all in the prime of their careers. An instant replay feature shows slow-motion and stop-action replays of knockouts and flurries of hits. This one's a boxing-fan's boxing game!

- Each fighter looks and boxes like the real champ
- Four modes – Exhibition, Tournament, Career and "Build Your own Challenger"
- Digitized sound and backgrounds put you in the ring

Produced by Sega Sports

Hit the Ice




This arcade-based hockey title is a one- or two-player brawl on frozen water. There are no penalties, no line changes, no refs, no real teams and no actual hockey simulation. What you do get is three players on a team, eight teams total (named after colors) and the chance to wail on your opponent. Brutal checks, fights every few seconds and moves like the Leg Sweep and the Hammer Punch punctuate the action. Oh, and score a few goals, would ya?

- The wildest special move is the Super Shot
- One or two players
- Arcade action

Produced by Taito

NHL Hockey '94




For the first time ever, EA Sports features all the teams of the NHL and the players of NHLPA. This title now features real team logos, the Stanley Cup Playoffs and the stats and names of every player in the National Hockey League. *NHL Hockey '94* improves on last year's version with lots of new features. Team and player ratings are updated, there are new player animations, you can choose to control the netminder, practice shooting and goaltending in shoot-out form, and even play in four-player mode! This title takes one of the hottest sports games of last year and makes it a screamer!

- Control your Goalie
- Amazing new checking animations
- For one to four players

Produced by EA Sports

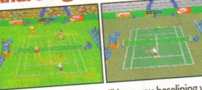
Brett Hull Hockey

This new hockey cart has a lot of terrific features. Six hundred real NHLPA players, Al Michaels announcing, a unique rink-side vantage point and complete '93 rosters that include Florida and Anaheim. Five different line settings will let you pull off power plays or get your penalty killers out on the ice. Play a full 84-game season, a 42-game half season, 11-game short season, exhibition games and playoffs. Play as hockey superstar Brett Hull and slam a wrist shot into the net. It'll do you good.

- 600 real players like Lindros, Yzerman, Oates and Mogilny
- Instant replay
- One or two players and a password save

Produced by Accolade

Andre Agassi Tennis


This explosive tennis title will have you baselining with the best. Trade shots with Agassi or sweat it out against seven other players with completely unique styles. Play the first-ever, big bucks "Skins" match, where the stakes double with every gut-wrenching return. You'll see digitized action featuring André's stunning forehand smash, players lunging for the ball, net rushes, slices and backhands. A digitized announcer's voice calls every shot. Play on grass, clay, hard court or the American indoor court.

- One or two players
- Four different court surfaces
- High-stakes "Skins" match

Produced by TecMagik

Jennifer Capriati Tennis




To become the 1993 tennis champion, you need to win four major tournaments: the Sydney Open, the Paris Open, the London Open and the Florida Open. Jennifer has gathered some fierce competitors to challenge you. You can choose clay, grass or hard courts and play in one- or two-player mode. Play in training, exhibition or on the circuit. In the exhibition mode you can play either singles or doubles. You'll hear an announcer call each shot while you slice, backspin and volley your way to tennis stardom!

- For one or two players
- Doubles and singles
- Hard, clay or grass courts

Produced by Renovation

Tecmo World Cup




This game offers all the power and drama of professional soccer. Choose from a host of international teams and muscle your way to the top of the ranks. With competitors coming from Algeria to the U.S.A., you'll need to use all your abilities to become the champion. Select your offensive and defensive strategies and start the head-banging action. Aim corner kicks, throw-ins and one-on-one shots at the goal for a true test of your soccer skills. Choose from 24 World Class teams in this great soccer sim.

- One or two players
- Tackle your opponents for a quick steal
- Selectable strategies

Produced by Sims Co., Ltd.

SPORTS Playbook

Pelé!



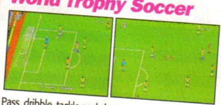


Pele', the greatest soccer player of all time, brings his skills and expertise to the Genesis. Lead your team of 11 players through over 30 games of league play to become the champions. Choose from over 40 clubs, all directly modeled after real professional soccer clubs. All the player movements are digitized, including bicycle kicks, dives and slides. The instant replay feature allows you to see exciting plays again and again. Pele' himself is available throughout the game to provide advice and tips, and a special "shootout" practice mode has been included where you'll be able to play as Pele'!

- One-, two-, two-player cooperative or computer vs. computer play
- First-person perspective turns 35 degrees to show the ball in flight
- Digitized crowd noises, sound effects and Euro Football "fight" songs

Produced by Accolade

World Trophy Soccer




Pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. This exciting soccer cart offers arcade or simulation-style play. Soccer played to World League rules and complete directional control allows for perfectly placed free kicks, goal kicks, corner kicks and throw-ins. You have lots of strategic formations to choose from and the ability to save your game at any time during the tournament.

- Arcade or simulation play
- One or two players
- Adjustable difficulty levels and match length

Produced by Virgin Games

Ayrton Senna's Super Monaco GP II



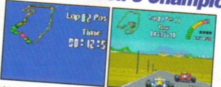



Take a few practice laps on any of the 16 most demanding race courses in the world. Then go for the championship in your Formula 1. You have plenty of choices – three transmission types, dry or rainy conditions, your rivals and even whether to save the race you've just run or to retry it. There's even a special Senna GP... three laps around three specially designed tracks to test your mettle. Go for the checkered flag in this great racing game.

- One player
- 16 real courses
- Formula 1 racing

Produced by Sega

Nigel Mansell's Championship Racing




This fierce racing title has it all – a full season of racing, Mansell's advice, 15 circuits and even varying weather. You can start out with straight driving practice on any of the courses and work your way into a full season of racing. Configure your controls in any of the four most popular ways. Drive Spain, Portugal, Australia and many more world courses. This is a terrific Grand Prix title.

- Password save
- 15 courses
- Plenty of options

Produced by Gametek

Championship Pro-Am





Blaze and screech through 24 heart-pounding levels of racing challenge. The tracks get fierce as hazards such as water, oil slicks, pop-up walls and five nasty competitors try to take you out. Pick up Turbo, Top Speed and Sticky Tire add-ons to get the extra edge. For the serious hot shot there are Missiles and Bombs to help even the odds. This cart adds features to racing action in a way that makes each race a wild new experience.

- One player
- Turbo, Top Speed and Sticky Tire add-ons
- Missiles and Bombs

Produced by Tradewest

Ferrari Grand Prix Challenge

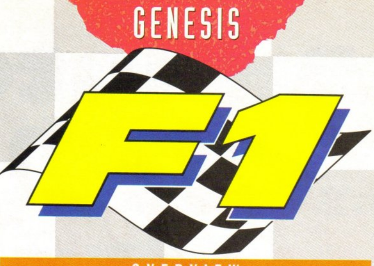




This two-player "real time" split-screen racing game is different from the rest. Head-to-head racing is the key. Choose your team and drivers. Select the weather and road conditions. Customize your car with engine, tire, brakes and manual or automatic transmission. Tune your suspension for optimal handling. You can compete on 16 tracks across six different continents. Speed, asphalt, control and guts are all you need!

- One or two players
- Customize your car with engines, tires and different transmissions
- Head-to-head, split-screen F1 racing

Produced by Flying Edge



OVERVIEW

Think speed. Death-defying speed of over 200 m.p.h. Think twists and turns that only a pretzel-maker could imagine. Then think about the lightning reflexes and perfect timing required to maneuver pretzel-like turns at speeds beyond deadly. *Formula 1* from Domark Software is the racing simulation game that puts you in the international Formula 1 circuit with the pros. Officially licensed from the Formula 1 Grand Prix organization, *Formula 1* tests your driving prowess against the sport's fiercest drivers. This one- or two-player title bundles the big F1 names — drivers, teams and tracks — into a game that is big on realistic game play, sound effects and driver's perspective. The game play is intense: The other cars swerve to block and crowd you, just like the pros. *Formula 1*'s play controls give you seamless command of your car, an important feature since F1 circuits are flush with bends. You get a realistic perspective of the track as it rises, slopes, twists and turns.

You race on exact re-creations of the 12 international F1 circuits — from Monaco to Australia, against 14 of the sport's top drivers. You can choose among Arcade, Training and Championship racing. In Arcade mode, you earn points for each car you pass; in Training, you can practice on the different tracks without sustaining damage; and in Championship mode, you can take on all the big-name drivers (and a friend, in two-player mode) through the full Formula 1 season just like the pros. You can even make pit stops.

Formula 1 is perfect for all levels of players, with Novice, Amateur, Professional and Expert difficulty levels. (In the Novice and Amateur levels, the computer brakes for you.) Or choose Turbo mode and burn rubber at warp speed.

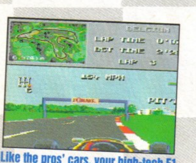
Other features of this option-rich game are choice of spoiler, transmission and type of tire. Make your equipment selections wisely: Your choice of equipment will affect your car's top speed, ability to handle turns and time spent in the pit. The spoiler size will determine the amount of downforce you'll have; a bigger fin will help your traction but will also slow you down. Tires are critical. Smooth tires grip the track better, but wear out faster.

Formula 1 is a winner. It's a game for racing sim fans who crave a realistic high-speed challenge.

Choose Smooth tires when you're running the qualifying laps in the Championship mode. They will grip better and won't reduce your speed. Then switch to Hard tires for the race.



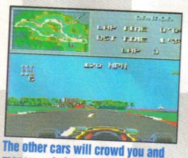
Your choice of equipment will affect your car's handling and speed. The size of your spoiler affects the amount of downforce or resistance; the bigger fin will give you better traction but will slow you down. The manual transmission lets you change gears quicker, but takes more coordination than the automatic transmission. Hard tires last longer than soft tires, but also grip less and require more masterful driving on the bends.



Like the pros' cars, your high-tech F1 machine gives you computer feedback on your engine and tires. Watch for on-screen messages to pit in when your engine needs repair or your tires become worn.



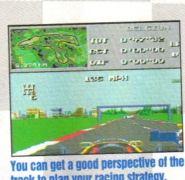
In two-player mode, the split screen lets you track your competition.



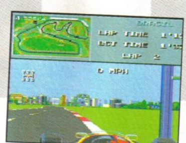
The other cars will crowd you and maneuver to keep you from passing. This is a sure test of your Formula 1 driving prowess.



Tally up one more! Arcade mode tracks your time, number of cars you've overtaken and scores points for each one. After your race, you get a ranking based on your total points.



You can get a good perspective of the track to plan your racing strategy.



Formula 1 circuits test your driving prowess with more bends than other racing formats. Try to stay on the inside of the track at all times or you'll be left in the dust.



Championship mode starts out by timing you to determine your pole position. Do your best driving here to avoid starting at the back of the pack. Drive some Training laps first to get familiar with the track.

An Interview with Pelé

Soccer Superstar



Accolade, one of Sega's newest third-party licensees, is busy putting the finishing touches on Pelé, a soccer game for the Genesis. We recently had the opportunity to meet with the Pelé the man, the greatest proponent of the world's most popular sport.

SV: What can you tell us about your background? Can you tell us about the city where you grew up?

Pelé: I was born in the state of Minas Garas, in the center of Brazil, but I grew up in San Paolo. San Paolo is one of the biggest cities in the world, with more than 16 million people.

SV: How were you introduced to soccer?

Pelé: My father was a professional soccer player and he used to play in Minas Garas. When I was six years old, we moved to San Paolo, when my father started playing for the local team. We lived in Santos, a small coastal village near San Paolo. I used to play soccer with some of the kids in the street in Santos.

SV: How did you get the name Pelé?

Pelé: My real name is Edson. Actually, it's Edson Arantes Do Nascimento. Pelé is a nickname I got when I was seven or eight years old. I remember it was when I was playing soccer in the street with some kids. I don't remember how it started, but one of the kids started to laugh and call me Pelé. I asked, "What does 'Pelé' mean?" Then I started to fight with the kids. After that, every kid from the village called me Pelé to tease me. I remember one day at school one of the boys called me Pelé in the classroom and I got into a fight with him and got suspended for two days. I hated the name Pelé. Now I love the name Pelé.

SV: Did you ever find out what Pelé means?

Pelé: Nobody knows. Lots of people have tried to find out what it means, but it doesn't have a meaning. It's a mystery.

SV: When did your realize that you were very good at soccer? How old were you when you realized you were a natural?

Pelé: It never really occurred to me that I was good until I played for Brazil in the 1958 World Cup. I had always tried to do better all of my life, but the 1958 World Cup was when I got confidence in myself. I was 17 years old, and the youngest player in the World Cup. I scored the winning goal, and Brazil won the World Cup. That was when I started to think that I would become a professional.

SV: You must have already been outstanding, though, in order to be representing Brazil in the World Cup.

Pelé: I suppose so, but it was like a dream for me, because I was the youngest player. The other players — the big names — they were the ones who had proved themselves. To play for the national team, and then to go to the World Cup — it was such a fantastic dream that I didn't even think about myself.

SV: Let's talk about Pelé, the video game, for a moment. How much involvement did you have in its development?

Pelé: I thought that if my name was going to be used, it should be a good game. I wanted the video game to use the International Rules of Soccer and also to make the action of the game as close to reality as possible. Accolade and I have had many discussions about the action and the movement in the game. I think it is very close to reality now.

SV: Do you play other video games?

Pelé: I do, but I'm not as good as my kids. My son is a professional soccer player now. He is a goalkeeper in Santos. But when he was young he would sit for six or seven hours playing games. Kids like that — you can't beat them.

SV: Do you think the Pelé video game is going to increase the popularity of the sport?

Pelé: Yes. And it will help kids learn the game, too. I think we will see a lot of interest in soccer over the next few years, especially with





the World Cup being held here in America.

SV: One of the reasons soccer is so popular is that it is such a simple game in concept, compared to, say, American football. Do you have any thoughts on that?

Pelé: First, it's a simple game that anybody can play — girls, parents, even grandparents. Second, you don't need to be big and strong like American football players. Or seven feet tall like basketball players. A person my size could never be a basketball player. In soccer everyone is a quarterback, because when you have the ball you have to make a good pass. This is the reason soccer has become so popular; you don't need to be a specialist, just participate.

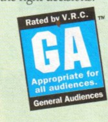
SV: It would be interesting to have basketball leagues based on the height of the players. Like boxing with its different weight divisions, you could have different height divisions in basketball. You could even have the basket at a different height for each division.

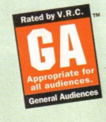
Pelé: Then everyone could participate. This is a fantastic idea — to give all kids the opportunity to participate, not just selected people.

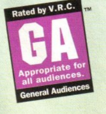
SEGA's™

New Rating System

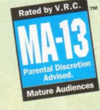
Sega's new rating system will let parents (and gamers) know the kind of game they're buying, before they buy it. This is not a new concept, as we shall see a little later. Other entertainment products, such as movies and comic books, also have rating systems designed to help consumers make the right decisions.

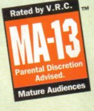






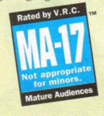
GA products (for "General Audience") are suitable for all age groups. Games bearing the GA logo can be played and enjoyed by pre-schoolers to post-retirement gamers. The vast majority of games (more than 95 percent) will be rated GA.







MA-13 products (for "Mature Audience-13") are geared toward a slightly older audience, mainly teen-agers or those at a similar level of maturity. Examples of MA-13 rated games are *Mortal Kombat* and *Street Fighter 2*, both of which are based on a fighting theme, and so may not be suitable for younger gamers.







MA-17 products (for "Mature Audience-17") are geared toward young adults and those mature enough to appreciate adult themes. A recent example of an MA-17 game is *Rise of the Dragon* on Sega CD. It is estimated that less than 1 percent of games will receive an MA-17 rating.

Ratings will be determined by the Videogame Rating Council (or the VRC), which consists of experts from within Sega and from the industry at large. The rating label will appear in the lower right-hand corner of the game box. Rating logos will be color-coded by game system (Genesis, Game Gear, Sega CD).

The Hollywood Connection

Almost 20 years ago the world was introduced to a new form of interactive entertainment, one which used a video screen instead of bumpers and flippers, and which had few moving parts to wear out or break down. In 1975, the first Pong machines started appearing in arcades and pizza parlors, and the video game was born. Within a few years, the simple black-and-white video ping pong game evolved into more sophisticated games with color and variety of game play. Games like *Asteroids* and *Centipede* boasted a multitude of characters and multiple levels of difficulty to satisfy players of all abilities.

Sophisticated as these new machines were, no one ever confused them with movies. Indiana Jones and Luke Skywalker were big, bold and awesome characters, a far cry from the little stick figures that jumped and ran around the video screen. The only advantage the tiny stick figures had over their big-screen counterparts was that you could control them.

But that was then. Over the last 10 years, the gap between video games and movies has narrowed dramatically, blurring the distinction between the two. Not only do the video games of today look and play like interactive movies, they are also developed by people who come from a movie-making background. *Night Trap* and *Sewer Shark* used professional actors and full-motion video to create a movie-like experience, while *Disney's Aladdin* is being developed with the help of Disney feature animators.

They Rate Movies, Don't They?

As video games become more movie-like, it becomes increasingly important to let consumers know about the content of a game before they buy it, the same way the movie industry lets movie-goers know about a movie's content. By glancing at the rating, one can tell if a movie is suitable for general audiences, or if it contains material that may not be appropriate for younger audiences. Hollywood's rating system has been in place since 1934, and has helped millions of movie-goers make educated viewing decisions.

Sega recently announced that it would start rating its games to give consumers the information they need to make their buying decisions. Sega's new rating program is important for several reasons:

First, Sega's consumers range in age from under 5 to over 90. While the majority of gamers are teen-agers or younger, more than a third of the people who play Sega games are over 18. With such a wide range of ages and interests, it is important that consumers have all the information they need before they buy a game. Remember that video games are entertainment, just like movies and comic books, and that different age groups have different ideas about what material is entertaining and what is not.

Second, while many of the adults who buy Sega games do so for their own enjoyment, a majority buy games for their children to enjoy. In many cases, parents may not be aware of the suitability of some titles for their children, and would welcome the advisory ratings that Sega products will be carrying. Everybody knows that *Thomas the Tank Engine* and *The Great Waldo Search* are designed with the younger player in mind, but what about *Night Trap* or *Rise of the Dragon*? People who are not already familiar with these games may not realize that they contain material of an adult nature, and so may not be suitable for younger gamers. Sega's new rating system will allow parents to instantly judge the suitability of a game for their children.

Starting with the next issue of *Sega Visions*, game reviews will display a rating. That way all readers, whether gamers or parents, will be able to tell at a glance if the game is appropriate for its intended audience.

GET A GRIP!

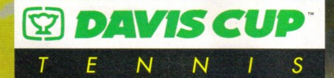
Wanna go pro? Prepare to do some smashin', some servin' and a whole lotta slammin'—in the hottest *split-screen* tennis game on the video-game market.

Develop a wicked backhand against the automatic serving machine in Training Mode. Then serve and volley against the world's best in a country-wide run for the *Davis Cup*™—the most coveted prize in all of tennis. Or live the life of an international tennis star and smash your way to the big bucks...and the world championship.

Come on, Ace. It's your serve–Get A Grip!

Featuring:

- Only tennis game with 2-Player *split-screen* action.
- Complete support of Sega's new *six-button* controller.
- Four playing surfaces—*clay court, hard court, indoor* and *grass.*
- Total ball control—from top-spin to drop shots to overhead smashes.
- *Training, Exhibition, Davis Cup*™ and *Championship* play modes.





Keep 'em in "love" with your turbo-powered slams, surface-searing serves and ball-busting backhands.



Be a king on any court: Indoor, grass, hard court... or scuff up the red top in some tread-wearing clay play.



Take on the top seeds, or grab a buddy and volley for the Davis Cup™ as the hottest doubles team in the world.

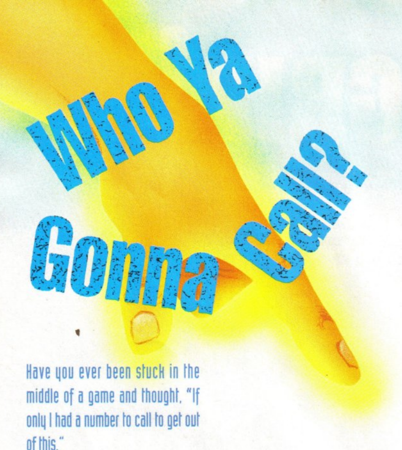
OFFICIAL SEGA SEAL OF QUALITY











Who Ya Gonna Call?

Have you ever been stuck in the middle of a game and thought, "If only I had a number to call to get out of this."

Well, sweat no more! Here's all the information you need to get out of any mess. Keep it with your games so you can reach it quick when the action gets thick.

One thing, though, most of these calls are toll calls. Be sure you check with whoever pays your phone bills before you start racking up those game-play assistance calls.

For game-play assistance, new game release information or new product information

Sega Brand Games
Renovation Games
Treco Games
(415) 591-PLAY

This line offers game-play assistance, new game and hardware release information, and any other consumer service or information request.

Absolute Entertainment
(210) 818-4800
Ext. 211

Acclaim
(Flying Edge, Arena, Mirrorsoft)
(516) 624-9300

American Sammy
(708) 364-9830

Bignet U.S.A. – Extreme Entertainment Group (new name)
(415) 296-3883

Capcom
(900) 680-2583

Data East
(900) 454-5435

Electronic Arts
(415) 572-9560
(12:30-4:30 Pacific Time)
(900) 288-HINT
(24 hours)

Galoob
(513) 868-8835

Gametek
(900) 903-4263

JVC
(213) 878-0101

Kaneko
(708) 808-1370

Koei
(415) 348-0500

Konami
(900) 896-4468

McO'river (Nuvision)
(714) 894-3355

Mentrix
(310) 517-9871

Micro Prose
(900) 933-PLAY

Namco
(408) 922-0712

Parker Bros.
(508) 927-7600
Ext. 3555

Razorsoft
(405) 843-3505

Renovation
(415) 591-7529

Sierra
(900) 370-5583

Sony Imagesoft
(310) 449-2393

Spectrum Holobyte
(510) 522-1164

Sunsoft
(714) 891-4500

T•HQ
(818) 501-3241

Taito
(708) 520-9280

Takara
(212) 689-1212

TecMagik
(415) 637-1350

Tecmo
(310) 787-2900

Tengen
(408) 473-9400

Tradewest
(903) 874-2683

Treco
(American Sammy)
(708) 364-9830

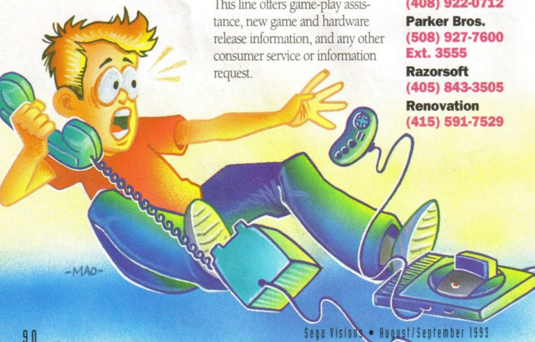
U.S. Gold
(900) 288-GAME

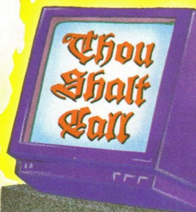
Vic Tokai
(310) 326-8880

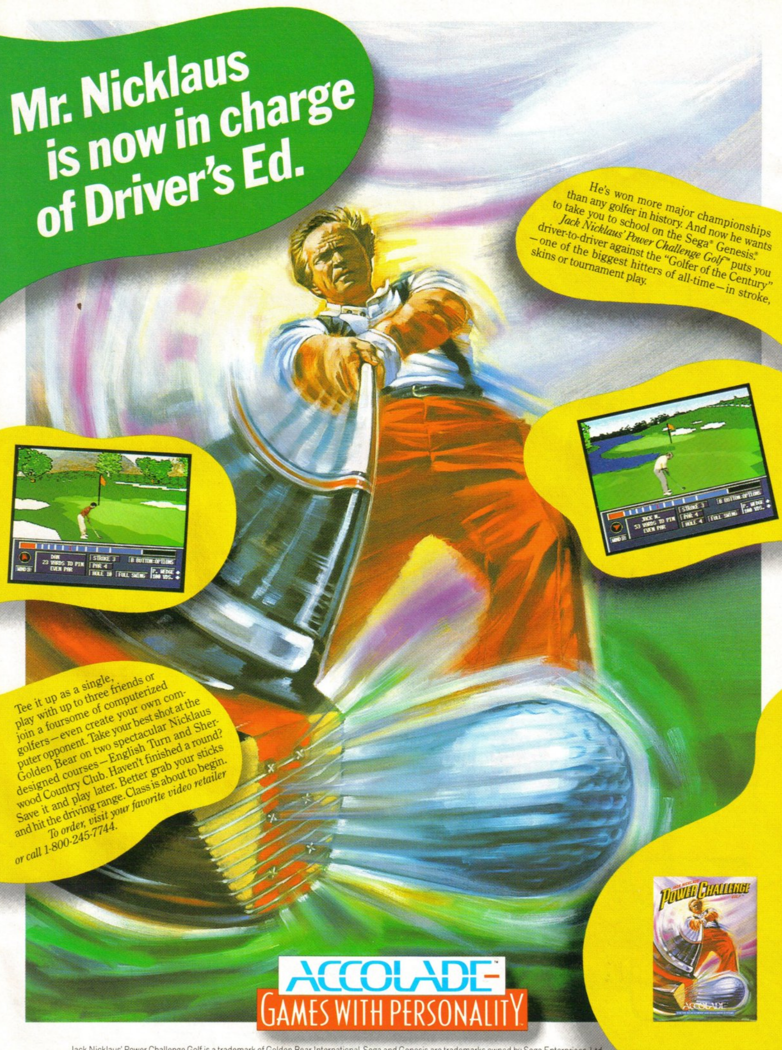
Virgin Games
(714) 833-1999

If you wish to write to Sega for technical assistance, repair information, order information, comments, complaints, new game release information and helpful hints, write to:

Sega of America
Consumer Service Dept.
3375 Arden Road
Hayward, CA 94545






Mr. Nicklaus is now in charge of Driver's Ed.
He's won more major championships than any golfer in history. And now he wants to take you to school on the Sega® Genesis.® Jack Nicklaus' Power Challenge Golf™ puts you driver-to-driver against the "Golfer of the Century" – one of the biggest hitters of all-time – in stroke, skins or tournament play.
DAN
23 YARDS TO PIN
EVEN PAR
STROKE 3
B BUTTON-OPTIONS
PAR 4
HOLE 10
FULL SWING
P. WEDGE
100 YDS.
JACK N.
53 YARDS TO PIN
EVEN PAR
STROKE 3
B BUTTON-OPTIONS
PAR 4
HOLE 4
FULL SWING
P. WEDGE
100 YDS.
Tee it up as a single, play with up to three friends or join a foursome of computerized golfers – even create your own computer opponent. Take your best shot at the Golden Bear on two spectacular Nicklaus designed courses – English Turn and Sherwood Country Club. Haven't finished a round? Save it and play later. Better grab your sticks and hit the driving range. Class is about to begin.
To order, visit your favorite video retailer or call 1-800-245-7744.
POWER CHALLENGE
ACCOLADE
ACCOLADE™
GAMES WITH PERSONALITY
Jack Nicklaus' Power Challenge Golf is a trademark of Golden Bear International. Sega and Genesis are trademarks owned by Sega Enterprises, Ltd.
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EQUIPMENT

Heavy

Welcome to the Future

From the moment you strap on the headset, you know that your gaming life will never be the same again. The world you see through the twin eye-pieces of the virtual reality (VR) headset responds as if it were another world, one you can explore by moving around without leaving your chair. Turn your head to the left, and the scene changes accordingly, bringing a new part of the virtual world into view. The armored robot that you could only hear a moment ago is now directly in front of you, guns blazing.

You hit the fire button on the controller and your guns come to life, rockets weaving a deadly trajectory toward their mark. Wham! The robot is history. But there's no time to gloat. Dozens of others are waiting to take its place.

You are playing Nuclear Rush™, the game that will be bundled with Sega VR, Sega's new virtual reality headset. With its stereo optics, full stereo sound and sophisticated head-tracking technology, Sega VR is sure to take you to The Next Level in gaming. In addition to Nuclear Rush, Sega is planning to release three more VR games to work with Sega VR (see box "Welcome to the Next World").

Sega VR works by combining three technologies into one awesome experience. Let's take a closer look.

Stereophonic Sound

We have two ears for a reason, and it isn't because one ear in the middle of your face would look funny. With two ears, you can tell which direction a sound is coming from and so localize it in space. Suppose the sound of an explosion comes from your right. The sound wave traveling toward you will reach your right ear first, then continue on its journey to your left ear. Not only will your right ear hear the sound a split second earlier, but the sound will be slightly louder.

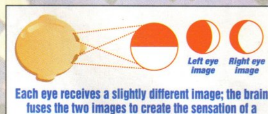


The sound reaches the right ear first, and is slightly louder than the sound reaching the left ear.

Sega VR's built-in stereo headphones make use of the psychology of perception to recreate the three-dimensional world of sound. When you're wearing the Sega VR headset, you will be able to hear sounds from all directions, even those coming from above or below.

Stereo Vision

Your two eyes also help you localize an object in space. When your eyes focus on an object, each eye receives a slightly different image, a phenomenon scientists call *binocular parallax*. Binocular parallax is the basis of the technology behind 3-D movies, where polarizing lenses cause each eye to receive a slightly different image.



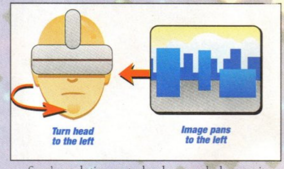
Each eye receives a slightly different image; the brain fuses the two images to create the sensation of a three-dimensional object.

Likewise, Sega VR will create the impression that you are exploring an alternate reality. As your eyes shift focus from one object to the next, the binocular parallax constantly changes to give you the impression of a three-dimensional world.

Head Tracking

3-D glasses are convincing only if you keep your head still. If you have ever tried ducking to avoid a 3-D "object," you know that the illusion fails as soon as you move your head. This is because the 3-D effect is the same wherever you happen to be in the theater, so that moving your head left or right (or up or down) has little effect on the image. The boxing glove or the jet of water will still be coming straight toward you.

To make the virtual reality experience more true to life, Sega VR uses head- tracking technology to modify the image as you move your head. Turn your head to the left, and the scene changes accordingly, bringing another part of the virtual world into view. Tilt your head up, and you can see the mother ship gliding by overhead.



Sega's revolutionary technology works by monitoring head movement through special sensors embedded in the headset. To make sure the system responds rapidly, the sensors monitor head movement more than 100 times each second. Move your head, and the screen responds almost immediately.

The combination of stereo sound, stereo vision and head tracking can create the impression of a virtual world. And you won't be limited to just one virtual world — with four different games under development, Sega VR will be your passport to alternate realities.

Nuclear Rush™

Welcome to the year 2032. Get ready for a cataclysmic trek into a post-nuclear gold rush, where low-level nuclear waste is bartered as an energy source. You are posing as a nuclear pirate, piloting a hovercraft through radioactive wastelands guarded by heavily armed robots and drones.

Iron Hammer™

Pilot an armed skimmer gunship on a high-speed search-and-destroy mission in this game of interplanetary warfare. Skim over water, ice, grassy plains and rocky terrain through 30 levels of dusk-to-dawn alien combat zones.

Matrix Runner™

Play an elite superhacker in this unique cyberspace voyage. You have to explore the dark, winding databanks of the Matrix to solve the mysterious disappearance of your colleagues, knowing that you might be the next victim. In your travels, you will collide with strange semi-humans and vulture-like beings.

Outlaw Racing™

Take on 20 other cars in this crush of dirt-track combat. Crash and smash into walls and flip end-over-end in a mud-filled fight to the finish line. The stereo sound will engulf you in the roar of engines and the screeching of tearing metal as you speed for the flag.



Sega's New 6-Button Controllers

Arcade-style game play will be yours with Sega's new 6-button controllers. Whether you choose the 6-Button Arcade Stick or the 6-Button Arcade Pad, you'll be able to roll out three- and four-move combinations ever so smoothly.

Both the 6-Button Arcade Stick and the 6-Button Arcade Pad are compatible with virtually all Genesis and Sega CD games (not to mention those hot new titles that will make use of 6-button enhanced game play). Watch for super-charged games designed especially for the 6-button controllers such as NFL Football '94 Starring Joe Montana, Boxing's Greatest Heavyweights™, Ranger-X, Eternal Champions and Disney's Aladdin. Whichever 6-button controller you prefer, it's intense arcade play all the way — all that's missing are the game tokens!

(Available Fall '93)

6-Button Arcade Stick

The 6-Button Arcade Stick gives you six rapid-fire switches for each individual button — no more combination button pressing. You can even select the mega-fire speed to find the optimum rate of fire to match your game play style. If you're accustomed to playing games in the arcade, you'll be especially comfortable with the design of the joystick. It adds arcade-like play to driving and flying games. The 6-Button Arcade Stick has a sturdy base and non-skid pads on the underside keep it from moving, giving it a stable arcade feel. It's comfortable for small- or big-handed players and can be used both laptop or tabletop.

6-Button Arcade Pad

If you enjoy playing with the classic 3-button controller, you'll appreciate the design style of the 6-Button Arcade Pad. The hand-held design has two rows of buttons within easy reach of your thumb. The ABC and XYZ buttons make awesome attack combinations simple. The Directional Button is somewhat smaller than that of the 3-button controller for tighter response. You'll find easy transitions between kicking and punching in fighting games like Street Fighter II and Mortal Kombat — no more having to change the button configuration. You can execute your favorite moves in any mix of punches and kicks, in any power level, with ease.

Mega Mouse

EEK! A better mouse is coming – the non-furry kind, that is – a Mega Mouse that is a must-have for serious gamers. Use it as a tabletop mouse or flip it over and use it as a hand-held trackball. Whether you use it as a trackball for action/adventure games or as a tabletop mouse for art and paint titles (like *My Paint*), the decision is literally in your hands. You'll have the advantage of more precise movements, point-and-click control, heightened accuracy and accelerated play. You'll find the trackball adds precision control on such games as Populous II and Fun n' Games. Mega Mouse features two big A and B buttons and comes with a customized Mega Mouse pad. We think you'll say Mega Mouse is the cat's meow (well, maybe...). (Available Christmas '93)

Mega Mouse

6-Button Arcade Pad

6-Button Arcade Stick

Tyco's Power Plug™

Have you ever wished that you could modify your control pad to work a little differently? Like give it rapid turbo fire, or reconfigure the buttons to best suit your style of play? Well, your wait will soon be over. The new Power Plug from Tyco can help you do all those things, and more.

The concept is simple. You just plug the Power Plug into the Genesis controller port, then plug the controller into it. The Power Plug supports the three-button controller as well as the new six-button controllers. And once it's plugged in, your controller will never be the same again.

Special Street Fighter II Moves

Let's say you're fighting as Ryu in *Street Fighter II*, and you want to use his special move, the Fireball. Normally you would need to press a total of four buttons to make this move, but with the Power Plug's Thrash feature, you can make just one button do the trick. The same goes for other moves, such as Ryu's Dragon Punch and Hurricane Kick, as well as the special moves of the other fighters. A total of eight Thrash settings are dedicated to special *Street Fighter II* moves, making complex button combinations a thing of the past.

Learning Mode

You can also use the Power Plug's Learn mode to reconfigure the buttons on your controller, even if the game itself does not allow you that option. For example, suppose the game uses Button A to punch and Button B to kick. If you want to change the button configuration so that Button B punches, you press the Learn button, press Button B (the button to be changed), then Button A (the punch button), and finally press Learn again to tell the Power Plug you're done.

Better still, you can teach your controller to make one button do the work of many (referred to as a "macro" in the computer world). For example, suppose you want your character to punch and kick and then jump, all in rapid succession, and you want to configure Button A for this combination move. After pressing the Learn button and Button A, you can then press the buttons that would normally make these moves individually, and then press Learn again. Now when you press Button A, your character will make all the moves that you programmed for that button, in the order you programmed them. And if the game allows it, you can program the button so that moves occur simultaneously — just hit the buttons at the same time when you are in Learn mode.

Other special combinations you can program include "Turn Around and Fire," which makes your character turn in the opposite direction, fire, and then turn back. You can even set the speed of this maneuver by using the Turbo Bar.

Other Features

The Power Plug has other features that can breathe new life into tired old controllers. Like Power Steering, which can give you incredibly smooth directional control, making it ideal for flying and driving games. Or the Turbo Bar, which lets you turn any button into a turbo firing button, and even lets you adjust the firing rate for individual buttons.

Tyco's Power Plug would make a valuable addition to any serious gamer's arsenal. With its flexible learning mode and its wide selection of preset options, the Power Plug will take you to The Next Level in gaming proficiency.



TOTALLY SONIC

WHERE SONIC THE HEDGEHOG FANS CAN CHECK OUT THE LATEST AND GREATEST SUPER SONIC GEAR!

The Sonic goodies just keep coming. Whatever your summer plans, you can include something Sonic. You'll be counting Sonics, not sheep, with your new slumber bag — a great idea for your next sleep-over. And don't forget to bring your soft, stuffed Sonic to the party — nobody's too old to snuggle with a hedgehog. If going to the beach is in your summer schedule, check out the Sonic Towel, Lunch Box and the strappy Sonic Sandals (Beach Combers), for that totally Sonic look in the sand. If you need to get somewhere fast, how about some speedy Sonic sneakers — we think they're pretty cool. But isn't everything Sonic?



Sonic Slumber Bag

Camping out in the Forest of Knothole? Sonic will protect you and keep you warm in this 50/50 polyester/cotton slumber bag from Bibb for kids ages 3 to 9. (Want another Sonic sneak peek? Keep your eyes open for Sonic's very own tent coming soon).

Available August at Major Retail Stores



Birthday Balloons

What's a party without Sonic and his friends to help celebrate!?! This 9-inch mylar balloon from Anagram comes air-filled and on a stick, in the vibrant colors and shape of Sonic. They're a blast!

Available Now at Toy Stores



Sonic Halloween Costumes

Show up this Halloween disguised as Sonic himself. You may not be quite as fast, but you'll have fun fooling your friends with one of three Sonic costumes available in polyester, vinyl and even a full-bodied suit! Dressed as Sonic, you are sure to blast your way through the neighborhood collecting bags of candy at record speed. FromColjegeville/ Imagineering.

Available July/August at Toy Stores



Sonic Lunch Box

What could be better than eating lunch with Sonic himself everyday? That's right, with this neat new lunch box from Aladdin, not only do you get to bring Sonic with you to school everyday, but you're also guaranteed a great lunch, even if you have to eat it quickly!

Available Now at Toy Stores

Sneakers and Beach Combers

We all know how fast Sonic is — the question is: How fast are YOU? In these hot new sneakers and beach combers from Footech, you, too, can move around at lightning-quick hedgehog speeds.

For 4- to 8 year-olds. Size ranges are children 8 1/2 to 12 and youth 12 1/2 to 3.

Available Spring 1994 at Major Retailers



Towel for Beach or Bath

Hit the beach and soak in the rays with the coolest hedgehog this side of Mobius. If you're not one for the sun, simply hang Sonic in the bathroom and use him to dry off after a long, hot bath or shower. You'll be dry in no time! Available from Hilasai.

Available August/September at Major Retailers

Cassette Player

Turn up the juice with your very own Sonic cassette player from DSI. Enjoy tunes anywhere — perfect for those long car rides.

Available September at Toy Stores





Dakin Sonic Plush

Soooooo cute and incredibly huggable. This toy will give your bedroom just the Sonic it needs. It's bright, friendly and the perfect buddy to sit next to you when you're playing video games.

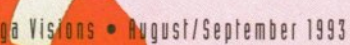
Available July at Specialty and Department Stores

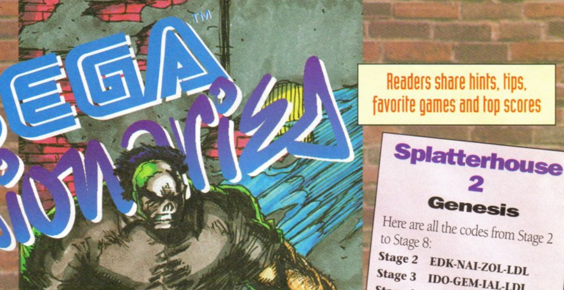


Sonic the Hedgehog Walkie/Talkie

With these new walkie/talkies from DSI, you and a friend can talk with one another while pretending to search the streets of Robotropolis for Sonic's captured pals. Features four-transistor circuitry, Morse code, safety flexible antenna, belt clip, on/off switch and volume control.

Available September at Toy Stores





Readers share hints, tips, favorite games and top scores

Splatterhouse 2

Genesis

Here are all the codes from Stage 2 to Stage 8:

Stage 2	EDK-NAI-ZOL-LDL
Stage 3	IDO-GEM-IAL-LDL
Stage 4	ADE-XOE-ZOL-OME
Stage 5	EFH-VEI-RAG-ORD
Stage 6	ADE-NAI-WRA-LKA
Stage 7	EFH-XOE-IAL-LDL
Stage 8	EDK-VEI-IAL-LDL

Jason Garner, Sanford, NC

Have We Got Some Talented Readers or What!?!

The judges can't believe the great entries we've received in response to our logo contest. Now with all the excellent designs, they're having a tough time choosing a winner. Stay tuned for more on this contest.

Speaking of winners, check out the work by our featured Visionary Guest Artist, Matt Oreto. Matt's work encompasses this section. Matt sent us a mega-cool envelope (see Yo Sega! in the June/July issue), and we liked his work so much we decided to make him a "star." This guy's future is so bright he'll be wearin' dark shades with his Sega Visionary T-shirt. And it all started with an envelope...

The Humans

Genesis

Here are the codes so if anyone gets stuck on a level they can go on to the other great levels:

Level 1	YOU START HERE	Level 28	QXJKDYRMLSTC	Level 55	QDDGVHPGFWLS
Level 2	YHQBSBGTSFXY	Level 29	VSPQXYVCLVCB	Level 56	NGJFTCRVQXKZ
Level 3	DGTUQBWXBJNC	Level 30	MFKTJGNSXQJM	Level 57	KNCFXXKRMHGV
Level 4	PBGPGHQZMZGT	Level 31	FHWHHMTCJSPN	Level 58	TSDRLSHXZMVD
Level 5	TMHCPYPCDQHQ	Level 32	FTWFSBZLYNXS	Level 59	WZWZWZSHCJMH
Level 6	DTMFCPWJWFPW	Level 33	LWLSTSLVWDRX	Level 60	YNTBXYJYNWLK
Level 7	FKNMZXDGJKBW	Level 34	WXTXBCHBWLDG	Level 61	FQXKPTYLQJZM
Level 8	XSJKNQLMFHWZ	Level 35	ZSRGHXCZYFLQ	Level 62	TXYNMBQRSFZW
Level 9	DVDQTNKTMHSF	Level 36	ZGHWLXJSXSZM	Level 63	BSHJMJTMFCFS
Level10	VYJMDMPVXHHD	Level 37	RSBMVGVSTSBL	Level 64	LTLJQVMRYZLM
Level 11	SDKJRGJHDWZQ	Level 38	CZQNJYZWLWFQ	Level 65	NCHQVFQXFQZH
Level 12	HCDFWZSNXCPH	Level 39	ZFPKPYXJCRGX	Level 66	MFGLYVGRQVZP
Level 13	CBJHXXDMHSVL	Level 40	NSFLKXCBJDWF	Level 67	QTSDFMBYTMJJ
Level 14	FPYBCXGPMPMP	Level 41	HQVQNQVMVGPQ	Level 68	CLYBHVQNGBYN
Level 15	SRQHNLDRDWPG	Level 42	FCTRRYFMZMVK	Level 69	ZWXGZQRGLPPN
Level 16	NYZKBLPGZXMF	Level 43	BYNNYHYTGDTC	Level 70	VWPKNRSXXYTY
Level 17	ZGXMLRRNWHLK	Level 44	BDMBGXDYLKHG	Level 71	NCHMNXGHZGLS
Level 18	RKLLKDZHXNQP	Level 45	TNLQVNQPJBZQ	Level 72	TWJZBHKTMHCP
Level 19	VCRMFKNSRDMF	Level 46	PZFCTHKXBVXM	Level 73	TQVCXVNFFZZN
Level 20	WDFGNXGRRMPN	Level 47	DFGFGFWRRCXW	Level 74	QLMVQJNJMZLQ
Level 21	YXLPSLBXWHBQ	Level 48	VNWLGXTRQNCF	Level 75	VKPKLSLLYTFC
Level 22	XQHHWPQBJMPC	Level 49	ZWNSXGFYNMHS	Level 76	DWJPYHKDGPYT
Level 23	VYNSJGFQJHCB	Level 50	PDJTKPCTYXDK	Level 77	RKLDKFSJBSJZ
Level 24	SDMFCJKBCJGZ	Level 51	HHJYFSXNNPFG	Level 78	TYZNGBCBWPJV
Level 25	TKJXCLWLZTWP	Level 52	BPHGLQXJHWJY	Level 79	BCDDSNZQZYPC
Level 26	CUYXWHYRGDWD	Level 53	BWLPKPNGVFQD	Level 80	XPMNWJKFNQZC
Level 27	WTBSDCBXKTWL	Level 54	WHYNDZMTYNQT		

Mona Faulkner (and family), Goshen, NH

Streets of Rage II

Genesis

To do this you need to have two controllers. Make sure you're on the screen that says 1 Player, 2 Players, Duel and Options. On the second controller move the cursor arrow down to Options and hold Buttons A and B and press Start. On the first player controller, you should be on the Options screen with an extra option. That's the option where you can select your stage.

Michael Wayne, La Mesa, CA



Flashback
Genesis

Here are the codes to all the levels:

Level: Easy	Level: Normal	Level: Expert
Scene 1 – PIXEL	FALCON	CLIO
Scene 2 – BETSY	DATA	ACRTC
Scene 3 – PANCHO	MILORD	BLOB
Scene 4 – STUDIO	QUICKY	STUN
Scene 5 – TOHO	BIJOU	MIMOLO
Scene 6 –AKANE	BUBBLE	HECTOR
Scene 7 – INCBIN	CLIP	KALIMA

Sean Magiera, Ypsilanti, MI

Cool SPOT
Genesis

Here is a level select code. You must be in Pause mode, then press:

C A B C B A C A B C B A C

Clifford A. Peaslee, Livermore, CA

Teenage Mutant Ninja Turtles: The Hyperstone Heist
Genesis

There is a level – and area-select code. At the Konami screen, press:

C B B A A A B C

(If you're not quick enough, the code will not work.)

Then, at the title screen press:

A B B C C C B A

Then press Start. A screen will come up that will let you pick your level and area.

Jamie Johnson, Rochester, KY

Calling All Sega Visionaries

Here's how you can get your hands on a Sega Visionary T-shirt — the official-not-for-sale-anywhere-totally-exclusive FREE Sega Visionary T-shirt — and that's by getting your name mentioned in the Sega Visionaries section. For starters, take a look at the latest challenge (we think you'll really have fun with this one), and keep sending in those stupendous letters, tips/hints, top scores and, of course, art. By the way, your envelope art is so cool we even have it lining our hallways — kinda like designer wallpaper. It keeps us from concentrating too hard at work.

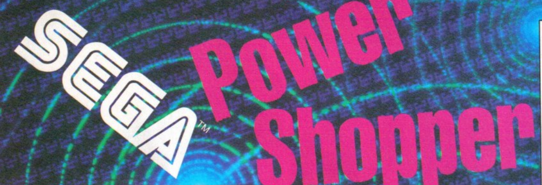
Sonic Sightings

Sonic has been turning up in some pretty unusual places lately. We've received photos of Sonic etched on a car window (don't try this on your dad's Corvette), featured on a tattoo (we don't condone this either — no, not even on your sleeping kid sister), painted on an Easter egg, frosted on a cake and embroidered on sweatshirts. So the quest is this: Send us a photo of Sonic (and Tails, if you like) on something or somewhere unique. Keep it safe, harmless and legal. We know it's risky to say this — especially to a hard-line Visionary, but get jammin' and let your imagination go Sonic. Send us a photograph along with your name, age, address and brief explanation. The prize? A free game of your choice on the format of your choice. The ultimate game choice is yours, the ultimate decision is ours.

Just a reminder — we love getting your hints and tips but we can't send you a T-shirt if you don't include your name and complete address. (Please print clearly; you wouldn't want us to misspell your name, now would you?)

(Sorry, photos are not returnable.)

Send your photos to:
Sonic Sightings
P.O. Box 3899
Redwood City, CA 94064



Genesis Game Cartridges

1100	Altered Beast	39.95
1203	Arnold Palmer Golf	32.50
1703	Art Alive	32.50
1401	688 Attack Sub	76.50
1204	Buster Douglas Boxing	32.50
1207	California Games	53.25
1109	Cyberball	53.25
1214	David Robinson's Supreme Court Basketball	59.95
1027	Decapattack	23.50
1014	Dick Tracy	53.25
1309	Fatal Labyrinth	23.50
1008	Forgotten Worlds	63.25
1133	Galaxy Force II	59.95
1007	Ghostbusters	32.50
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Replacement Parts, Peripherals, and Accessories

Genesis

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253-6320	Blank Cartridge Covers	2.00

Game Gear

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253-6386	Cartridge Cases	1.00
253-6368/ 601-6499	Wrist Strap	2.00
601-6689-01	Rod Antenna	10.00
6369	Battery Covers Set (Both Left & Right)	1.00

Other

1805	Sonic Players Guide	17.95
1804	D & D Hint Book	12.95

This Month's Hot Products

Genesis

1606	Control Pad Extension Cord	$10.85
1607	Cleaning System	10.85
1657	Mega Fire Control Pad	25.85

Game Gear

2118	Rechargeable Battery Pack (Without AC Adaptor)	$43.00
2140	Cleaning Gear	11.00

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Three summers ago it was zits.

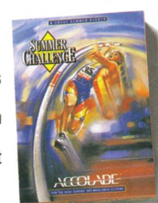


Two summers ago it was working at Bun N' Run.



Last summer it was dating the Klinefelter twins.

Summer Challenge™ for the Sega® Genesis® pits you against the world's greatest athletes in eight gut wrenching events. Hurl the javelin. Kick butt in a kayak. Haul bananas in the hurdles. Totally sky in the pole vault. Sprint and spring in the high jump. Leg it out to the max cycling. Fire arrows with amazing accuracy in archery. Then try to handle a 1200 lb. horsey in the equestrian event. Play by yourself or at a party. *Summer Challenge* allows up to 10 players to compete for the gold, silver or bronze. Take the *Summer Challenge*. It's the toughest thing you've faced since Mr. Klinefelter.



This summer experience a whole new set of challenges.



Incoming!

Hey, fellow gamers! Here's a peek at the titles planned for release over the next few months. Of course, new titles are popping up all the time, so the list may change slightly. We'll let you know if that happens. Meanwhile, here are some titles we can all look forward to for the next few months.

May/June '93

Genesis

Blaster Master 2	Action	Sunsoft
Mutant League Football	Action	EA
Out of This World	Action	Virgin
Toys	Action	Absolute
Championship Bowling	Sports	Mentrix
Davis Cup Tennis	Sports	Tengen
RBI Baseball '93	Sports	Tengen

Game Gear

Crash Dummies	Action	Flying Edge
Paperboy 2	Action	Tengen
WWF Steel Cage Challenge	Sports	Flying Edge

CD

Power Factory: C+C	Music	Sony
Time Gal	Action	Renovation
Sherlock Holmes, Vol.2	RPG	Sega

July '93

Genesis

Jungle Strike: The Sequel	Action	EA
Shining Force	RPG	Sega

Game Gear

Tom & Jerry	Action	Sega

CD

Joe Montana NFL Football	Sports	Sega
Spider-Man	Action	Sega
Dracula	Action	Sony

August '93

Genesis

B.O.B.	Action	EA
Bart's Nightmare	Action	Flying Edge
Chuck Rock 2	Action	Virgin
General Chaos	Action	EA
Hook	Action	Sony
Technoclash	Action	EA
Wayne's World	Action	TH•Q
Jurassic Park	Action	Sega
Shinobi 3	Action	Sega
Bill Walsh College Football	Sports	EA
Caesar's Palace	Strat/puz	Virgin
Wrath of the Gods	Strat/puz	Virgin
Sorcerer's Kingdom	RPG	American Sammy

Game Gear

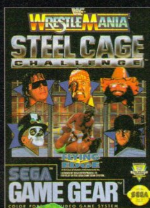
Streets of Rage 2	Action	Sega
Surf Ninjas	Action	Sega
Dracula	Action	Sony
Robocop 3	Action	Flying Edge
Tengen World Cup Soccer	Sports	Tengen
Wheel of Fortune	Strat/puz	GameTek

CD

Robo Aleste	Adventure	Tengen
T-2 Arcade Game	Action	Flying Edge
T-2 Judgment Day	Action	Flying Edge
Johnny Rock	Action	ALG

GEAR UP!

THE RAGE IN THE CAGE, THE WAR OF THE WEBS AND THE BATTLE OF THE MACHINES!





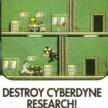






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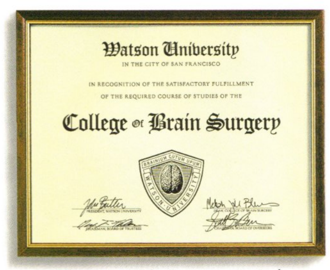






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